

Newton Hall Infants' School - Computing Long Term Plan



Year	Autumn 1	Autumn 2
EYFS	In reception children will have experiences of using iPads to take photos and access apps. They will have experiences of using a mouse and keyboard for basic computing activities. They will be able to independently login to a computer, using their name and a simple password. Children will also begin to understand Online Safety.	
1	<p>Title <u>Online Safety</u> NC Ref: Children can use technology safely and respectfully, keeping personal information private; they identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. and logging on with their own ID. Suggestion: Introduce Chromebooks and when and how we use the internet. Builds on: knowing a range of devices Internet Safety/Stranger Danger Prepares for: Y2 Autumn 1</p>	<p>Title <u>Computing Skills</u> NC Ref: KS1: use technology purposefully to create, organise, store, manipulate and retrieve digital content. Focus: Opening, saving and finding documents. Suggestion: Type a sentence about yourself. Builds on: Role play, knowing the keyboard, using a mouse Prepares for: Y1 – Spring 1</p>
2	<p>Title <u>Technology around us / Online Safety</u> NC Ref: Recognise common uses of information technology beyond school. Children can use technology safely and respectfully, keeping personal information private; they identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Focus: Talk about technology used in school and home. How to use technology safely and most importantly how to stay safe online. Suggestion: Digital footprint, keywords to search for topic, suitable websites. Builds on: Y1-Autumn 1 Prepares for: KS2: use technology safely, respectfully and responsibly.</p>	<p>Title <u>Computer Art</u> NC Ref: KS1: To use technology purposefully to create, organise, store, manipulate and retrieve digital content Focus: Use a computer program to recreate an artistic style. Suggestion: Use a range of digital paint tools to manipulate for a purpose. Builds on: Y1 – Spring 1 Prepares for: KS2: use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</p>
Year	Spring 1	Spring 2
EYFS	In reception children will have experiences of using iPads to take photos and access apps. They will have experiences of using a mouse and keyboard for basic computing activities. They will be able to independently login to a computer, using their name and a simple password. Children will also begin to understand Online Safety.	
1	<p>Title <u>Digital Painting</u> NC Ref: Children use technology purposefully to create, organise, store, manipulate and retrieve digital content. Focus: Children will learn the skills associated with painting pictures on a PC device. Suggestion: Children will explore changing brush style and size; changing colours; drawing shapes and filling them; using tools to remove mistakes and adding text. Builds on: Basic computer skills, colour mixing. Prepares for: Y2 - Autumn 2</p>	<p>Title <u>Programming Toys</u> NC Ref: Children understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions. They create, debug and use logical reasoning to predict the behaviour of simple programs. Focus: Making Beebots move. Suggestion: Understanding and exploring algorithms, introduce Beebots as a programmable robot, to reach a given destination. Builds on: Toys/devices used, small world, e.g. mobiles, tills, cameras, iPads. Prepares for: Y2 - Spring 1, Summer 2</p>
2	<p>Title <u>Preparing for Turtle Logo</u> NC Ref: KS1: Understand what algorithms are; and that programs execute by following precise and ambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Focus: Encourages basic understanding of algorithms and how to create precise instructions. Suggestion: Children to give, follow and use algorithms. Builds on: Y1-Spring 1, Summer 2 Prepares for: KS2: design, write and debug programs that accomplish specific goals.</p>	<p>Title <u>Programming turtle logo and scratch</u> NC Ref: KS1: use logical reasoning to predict the behaviour of simple programs, understand what algorithms are; and that programs execute by following precise and ambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Focus: encourages basic understanding of algorithms and how to create precise instructions for visual working programs Suggestion: Programme characters to move by programming instructions https://turtleacademy.com/lessons/ www.hourofcode.com Builds on: Y1 – Summer 2 Prepares for: KS2: design, write and debug programs that accomplish specific goals and solve problems.</p>
Year	Summer 1	Summer 2
EYFS	In reception children will have experiences of using iPads to take photos and access apps. They will have experiences of using a mouse and keyboard for basic computing activities. They will be able to independently login to a computer, using their name and a simple password. Children will also begin to understand Online Safety.	
1	<p>Title <u>Word Processing</u> NC Ref: Children use technology purposefully to create, organise, store, manipulate and retrieve digital content. Focus: Creating a document, typing, editing, saving. Suggestion: Children will explore Word, how to format and edit text. Builds on: Writing a sentence, logging on to a computer, computing basic skills. Prepares for: Y2 – Spring 1</p>	<p>Title <u>Scratch Jr</u> NC Ref: Children understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions. They create, debug and use logical reasoning to predict the behaviour of simple programs. Focus: encourages basic understanding of algorithms and how to create precise instructions for visual working programs Suggestion: Programme characters to move by programming instructions. Builds on: Y1 – Spring 2, EYFS following instructions, positional language Prepares for: Y2 – Spring 2, Summer 1</p>
2	<p>Title <u>Presentation Skills</u> NC Ref: KS1: use technology purposefully to create, organise, store, manipulate and retrieve digital content. Focus: Make a digital presentation. Suggestion: Make a presentation, using images and text. Builds on: Y1-Autumn 2, Summer 1 Prepares for: KS2: understand computer networks and how they can provide multiple services and opportunities for communication and collaboration.</p>	<p>Title <u>Using the Internet</u> NC Ref: KS1: To use technology purposefully to retrieve digital content, use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the Internet or other online technologies Focus: Use an online search engine, following links online, adding images and text to an online blog. Suggestion: Create a class blog for the school website. Builds on: Y1 – Autumn 1, Summer 2 Prepares for: KS2: Children understand computer networks, including the internet; how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration.</p>