



Oaklands Primary School Computing Long Term Curriculum Plan

		Autumn	Spring	Summer
Key Stage 1	Y E A R O N E	<p>Programming - Move My Bee Bot</p> <ul style="list-style-type: none"> describe what happens when I press buttons on a robot. begin to predict what will happen for a short sequence of instructions. <p>TIOL - Technology And My Toys</p> <ul style="list-style-type: none"> begin to look for information on child-friendly websites Begin to understand the functions that some devices have <p>Multimedia - Making My Animated People</p> <ul style="list-style-type: none"> Be creative with different technology tools through experimenting with adding frames and moving characters Save information in a special place and retrieve it again at a later date. 	<p>Programming- Moves On Screen</p> <ul style="list-style-type: none"> Describe actions I need to take for a floor bot to do something specific Begin to use software to create movements on a screen <p>Multimedia - Describing My Toys</p> <ul style="list-style-type: none"> Use a digital device to take photos and upload it onto a computer or view it on camera roll. Use a keyboard to add words/sentences <p>Handling Data - Present My Weather Information</p> <ul style="list-style-type: none"> Collect data about weather in a digital format Add information to a pictograph and discuss what I have found 	<p>Programming - Debug My Problems in JIT</p> <ul style="list-style-type: none"> Use the word 'debug' when correcting simple mistakes in a program Draw the initial of my first name using software (JIT) on a device. <p>TIOL - Discovering My Technology</p> <ul style="list-style-type: none"> begin to identify some of the benefits of using technology. Recognise different technology used around the school and at home <p>Handling Data - Counting My Information</p> <ul style="list-style-type: none"> Use Venn diagrams to sort clip art into groups Discuss information that has been sorted
	Y E A R T W O	<p>Programming – Explore My Topic with A Floor Robot</p> <ul style="list-style-type: none"> Describe the order I need to do things in for a program to work Look at a friend's program and explain what will happen <p>TIOL – Technology in My Life</p> <ul style="list-style-type: none"> Present technology on a timeline, showing when it was/is used Recognise the most popular technologies and their uses <p>Multimedia – Presenting Information</p> <ul style="list-style-type: none"> Use a keyboard to add, delete and space text for others to read Share information online using a school blog 	<p>Programming – Light Up My Light Bot</p> <ul style="list-style-type: none"> Begin to identify different algorithms Begin to write programs using programming cards for support <p>Handling Data – My Habitat Investigation</p> <ul style="list-style-type: none"> Talk about the different ways technology is used to collect information Make, save and present a graph of the data collected <p>Multimedia – My News Report</p> <ul style="list-style-type: none"> Present information in a variety of ways using a specific application Record and edit videos on a device 	<p>Programming – Making Moves with Scratch Junior</p> <ul style="list-style-type: none"> Use programming blocks to make a sprite move around a stage Create a program in which a sprite talks and disappears <p>Handling Data – Sorting my Birds</p> <ul style="list-style-type: none"> Understand what an online branching database is Talk about how data can be used with data collected by other people <p>TIOL – My Internet Search</p> <ul style="list-style-type: none"> Give reasons as to why I use technology at home and in school Begin to understand that other people have created information on the Internet



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Lower Key Stage 2	Year 3	<p>Programming - Making My Program in Scratch</p> <ul style="list-style-type: none"> • Create a sequence to make a sprite move and turn • Create an animated story <p>TIOL - My Safe Searching</p> <ul style="list-style-type: none"> • Search for information online and discuss the best way to find answers • Learn about the World Wide Web as part of the Internet <p>Multimedia - Make my E-Book</p> <ul style="list-style-type: none"> • Learn how to create an eBook by adding text and images • Add sound using a specific device to create narration to their eBook <p>Handling Data - Showing my Device Time</p> <ul style="list-style-type: none"> • Explore a ready-made database • Explore different ways to represent data: tally, database, datalogger and chart 	<p>Programming - Make My Kodu Move</p> <ul style="list-style-type: none"> • Create an algorithm and program to move a character in Kodu • Add objects to Kodu and create a program for the character to interact with them <p>TIOL - Scan my Code</p> <ul style="list-style-type: none"> • Use a specific device to scan QR codes • Discuss how a QR code is used <p>Multimedia - Showing my Teeth</p> <ul style="list-style-type: none"> • Note-take information about teeth and present this in a report about teeth • Edit text by changing font, colour and styles as well as inserting images and hyperlinks 	<p>Programming - Bounce my Scratch Jr Basketball</p> <ul style="list-style-type: none"> • Make sprites move across a city • Teach a sprite to dribble a basketball on the screen <p>Handling Data - Top Trump Database</p> <ul style="list-style-type: none"> • Draw and interpret a graph about animals • Use a branching database to sort animals
	Year 4	<p>Programming - My Scratch Games</p> <ul style="list-style-type: none"> • Create a racing game using their knowledge of 'if' and 'then' commands • Use programming software to program keys and use them to draw <p>TIOL - Check my Facts</p> <ul style="list-style-type: none"> • Discuss what is 'true' online and check for reliable information • Research a topic and begin to consider plagiarism <p>Multimedia - My Mystery Movie</p> <ul style="list-style-type: none"> • Create a mystery object video using specific software • Edit, improve and share a video made 	<p>Programming - Know my Times Tables with Kodu</p> <ul style="list-style-type: none"> • Program an object to solve multiplication questions and collect points • Create a game via Kodu for others to practice their multiplication skills <p>Multimedia - My Comic Book</p> <ul style="list-style-type: none"> • Create own comic book about their school, adding images, text and shapes • Share comic books with other pupils and provide feedback <p>Handling Data - Investigate My Sounds</p> <ul style="list-style-type: none"> • Measure sound levels in the classroom using a datalogger (discrete data) • Record outside noise and create a line graph to show the changing levels (continuous data) 	<p>Programming - Getting To Know My MicroBit</p> <ul style="list-style-type: none"> • Think through the algorithm required to solve simple challenges and understand the importance of this step in the programming process • Create short sequences to solve simple challenges and debug the programming/coding where this is required <p>TIOL - Where Is My information</p> <ul style="list-style-type: none"> • Consider a search query based on topic learning and identify the key words that you would use in a search engine • Create a learning resource for others using hyperlinks to content on the World Wide Web <p>Handling Data - My Favourite Games</p> <ul style="list-style-type: none"> • Collect data about the children's favourite games, as created in Kodu • Create a branching database to sort and classify game characters



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Upper Key Stage 2	Year 5	<p>Programming - Scratch my Roman Numerals</p> <ul style="list-style-type: none"> Review knowledge of Scratch and share what they can already do Learn what a variable is and how to use them in a program Make a variable to count <p>Programming - Ping My Scratch Game</p> <ul style="list-style-type: none"> Make a sprite move using a limited number of blocks Use Scratch to create a game controlling two sprites, including variables and sounds <p>TIOL - My Online Community</p> <ul style="list-style-type: none"> Talk about the responsible use of Scratch online Explore projects on the Scratch online community Add encouraging comments to projects online 	<p>Programming - Logo my Shapes</p> <ul style="list-style-type: none"> Create a program to teach the computer to draw a range of regular polygons Use procedures to create patterns of repeating regular polygons <p>Multimedia - Presenting my Persuasion</p> <ul style="list-style-type: none"> Plan an advertising campaign and use an appropriate presentation tool to share with a 'customer' (i.e. eBook, PowerPoint, Google Slides) Provide constructive feedback to friends to improve effectiveness of presentations <p>Handling Data - Discovering my Solar System</p> <ul style="list-style-type: none"> Collect data about the planets in our solar system and a database (via Google sheets) Create Top Trump cards using the databases made 	<p>TIOL - Web Detectives</p> <ul style="list-style-type: none"> Consider how we find information using the World Wide Web Create a checklist to ensure information online is accurate and reliable <p>Multimedia - My Weather Forecast</p> <ul style="list-style-type: none"> Film a weather forecast using green screening software Record a weather forecast as a sound file for podcasting <p>Handling Data - Changing my Materials</p> <ul style="list-style-type: none"> Observe difference in logging continuous and snap shot data Use online databases to consider temperatures around the world
	Year 6	<p>Programming - Test my Topic with Scratch</p> <ul style="list-style-type: none"> Collect and create sound and image files to use as backgrounds in games Use variables to add scores to a game <p>Multimedia - Non-linear Presentation</p> <ul style="list-style-type: none"> Use images for a topic and apply it to a master slide Add internal hyperlinks, weblinks, custom animation and sound <p>TIOL - Move my information</p> <ul style="list-style-type: none"> Build an understanding of how the Internet works Describe how information is transported on the Internet 	<p>Programming - My Logo Web</p> <ul style="list-style-type: none"> Review knowledge of Logo and create shapes of different colours Make shapes and create a spider web <p>Multimedia - Sell My School</p> <ul style="list-style-type: none"> Create a promotional video for the school Use a range of multimedia techniques in a video (e.g. image editing, green screens and sound) <p>Handling Data - Check my Fitness</p> <ul style="list-style-type: none"> Use dataloggers and other devices to conduct an investigation into levels of fitness Present findings in an appropriate way 	<p>Programming - My Topic Model</p> <ul style="list-style-type: none"> Explore how to get screen elements to interact with mouse movements and clicks Plan and prepare an interactive model of a system in the human body <p>TIOL - Using information</p> <ul style="list-style-type: none"> Children discover how to check reliability of information Make sure sources of information are acknowledged <p>Handling Data - Answer My Questions</p> <ul style="list-style-type: none"> Explore a range of online databases and compose questions based on these Select information to present to the rest of the class

*These are the units that will be taught each term but they may not necessarily be in the order shown