

MONKSDOWN PRIMARY SCHOOL – COMPUTING LONG TERM PLAN

MGL SUPPORTED UNITS

DL = Digital Literacy

IT=Information Technology

CS = Computer Science

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation Stage	<p><i>Digital Literacy: I am a super surfer</i> Basic Skills – Mouse control, touch screen control, keyboard Suggested software:</p> <ul style="list-style-type: none"> • https://www.bbc.co.uk/cbeebies • https://www.childnet.com/resources/smartie-the-penguin • PicCollage • Doodle Buddy • Microsoft Paint 		<p><i>IT: Look at what I can do</i> Basic skills - Mouse control, using a touch screen, using a camera, digital drawing Suggested software:</p> <ul style="list-style-type: none"> • Paint • Cbeebies • Pic Collage • Duck Duck Moose • Go Create 		<p><i>Computer Science: I am a computer scientist</i> Basic skills - touch screen control, pressing buttons, using directional arrows, cause and effect Suggested software:</p> <ul style="list-style-type: none"> • Beebot app • Bluebot app • Pic Collage 	
Year 1	<p>IT</p> <p><i>Digital Literacy: Why we have passwords.</i> Basic Skills – Logging in/Mouse/Keyboard</p>	<p>Digital Literacy</p> <p>Using Word and other programs to process and format text & images</p>	<p>Computer Science</p> <p>Unplugged Algorithms – Understanding & building a basic algorithm</p>	<p>Computer Science</p> <p>Using iPad apps & physical devices to create algorithms in a coding context</p>	<p>IT</p> <p>Data Collection & Representation using pictograms</p>	<p>Digital Literacy</p> <p><i>Digital Literacy: Pupils to discuss how they know if a website is right for them or not.</i> <i>Presenting Information using photos and text</i></p>
Year 2	<p>IT</p> <p><i>Digital Literacy: Using a computer responsibly in terms of both time and purpose.</i> What is a Computer and identifying different parts of a computer and if they are inputs or outputs</p>	<p>Computer Science</p> <p>Programming unplugged/Computational Thinking.</p>	<p>Computer Science</p> <p>Building a program using Scratch Jnr.</p>	<p>Digital Literacy</p> <p>Creating a Database in the form of Top Trump Cards</p>	<p>IT</p> <p>Data Collection & Representation using charts and graphs.</p>	<p>Digital Literacy</p> <p>Presenting Information.</p>
Year 3	Use of different Software (IT)	Programming Skill (CS)	Programming Project (CS)	Media (IT)	How Things Work (CS)	Design (IT)

	<p><i>Digital Literacy objective: Children consider their responsibilities to others online.</i></p> <p>Pupils explore the different advanced features of Microsoft Word including representing data using tables. They also use these skills to compose an email</p>	Input and Sequencing	Creating a programmable world using Kodu	<p><i>Digital Literacy objective: Children consider that all of the media they see could have been altered.</i></p> <p>Pupils to look at the skills behind taking a good photograph and how these photos can be edited in various ways.</p>	Pupils to look at the different parts inside a computer and what they do.	Pupils to design a poster deciding on text, pictures and layout is most suitable for their audience. They are to use some type of data collection to inform what goes on their poster. E.g. If the poster is a party invite what is the most popular food.
Year 4	Use of different Software (IT)	Programming Skill (CS)	Programming Project (CS)	Media (IT)	How Things Work (CS)	Design (IT)
	Pupils learn about the concept of branching database and create their own using presentation software.	Repetition and forever loops.	Use Scratch to design, plan and create a program	<p><i>Digital Literacy: Learn how photos/videos can be edited online for advertisement.</i></p> <p>Pupils to create own videos and apply special effects to them.</p>	<p><i>Digital Literacy: Pupils understand why a password is important and what a good password looks like.</i></p> <p>Understand what a network is and the parts of the local network in our school.</p>	Create art using and creating a key in Microsoft Excel.
Year 5	Use of different Software (IT)	Programming Skill (CS)	Programming Project (CS)	Media (IT)	How Things Work (CS)	Design (IT)
	Using Excel to create and search a database	If statements / If else statements	Create music using computer code.	<p><i>Digital Literacy: Pupils to create a short animation about relationships online, who can you trust?</i></p> <p>Understand what stop motion animation is and create their own animation.</p>	<p><i>Digital Literacy: Pupils learn what an online footprint is and the reasons technology holds onto our information.</i></p> <p>Understand the difference between the internet and the World Wide Web and how one uses the other to work.</p>	3D Modelling
Year 6	Use of different Software (IT)	Programming Skill (CS)	Programming Project (CS)	Media (IT)	How Things Work (CS)	Design (IT)
	Creating Formula in Excel	Understand what variables are and how to use them	Creating a program for a specific audience.	Digital Literacy: Pupils learn about copywriting and using someone else's work responsibly	Explore different ways data can be transferred and stored over a network	Digital Literacy: Pupils learn about fake news and how it can be used as click bait.

				Learn how to plan and compose music		Pupils use HTML to design and create their own webpage.
--	--	--	--	-------------------------------------	--	---