Computing Long Term Plan - Year 1/2

Pupils should be taught to:

1. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

2. Create and debug simple programs

3. Use logical reasoning to predict the behaviour of simple programs

4. Use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school

5. 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.

Computing Intent

Pupils will become confident and responsible digital citizens. They will develop computational thinking and key skills to promote resilience when creating digital content. Pupils will develop strategies to build healthy online relationships and engage positively with online technologies.

Term	Online Safety Focus Access https://projectevolve.co.uk/ Clare Head is admin.	Barefoot Computing Unit	Additional teaching (alternatives to Barefoot/Basic skills to be covered during topic lessons)
Cycle A (Y1,3,5)			
Autumn Term Objective 1 Objective 5	Remind children of the Acceptable User Policy. Watch videos to remind children if needed from The SMART CREW. Explain about searching on the internet safely. Google Safe Search **Self Image & Identity (Y1)**  **Online Bullying (Y1)** 	Year 1 - Scratch, Algorithms & Debugging *Barefoot: Crazy character algorithms* *Barefoot: ScratchJR tinkering activity* (optional)	
Spring Term Objective 1 Objective 2 Objective 3 Objective 4 Objective 5	**Online Relationships (Y1)**  **Privacy & Security (Y1)** 	Year 1 - Using Data/Programming *Barefoot: World map logic activity* *Barefoot: Colourful kits* *Barefoot: Pizza pickle scratch debugging*	Use Book Creator to combine images/text - linked to topic. 

Summer Term Objective 1 Objective 2 Objective 3 Objective 4 Objective 5	**Online Reputation (Y1)** 	Year 1 - Using Data/Programming *Barefoot: Bee-Bots basics activity*	Year 2 - introduction to chromebooks, logging on and accessing WeLearn365/ Purple Mash
Cycle B (Year 2, 4, 6)			
Autumn Term Objective 1 Objective 2 Objective 3 Objective 5	Go through Acceptable User Policy with your class. **Health & Wellbeing (Y2)** 	Year 2 - Scratch, Algorithms & Debugging: *Barefoot: ScratchJR knock-knock joke activity* *Barefoot: Bee-Bots 1, 2, 3 programming*	
Spring Term Objective 4 Objective 5	**Managing Online Information (Y2)** 	Year 2 - Using data/Programming *Barefoot: Data dash* *Barefoot: Barefoot careers*	Use Book Creator to combine images/text - linked to topic. 

Summer Term Objective 3 Objective 4 Objective 5	**Copyright & Ownership (Y2)**  **Online Bullying (Y2)**	**Year 2 -** Digital Content *Barefoot: Patterns unplugger activity:* *Elephants, cats and cars*	Year 2 - introduction to chromebooks, logging on and accessing WeLearn365/Purple Mash

Programming	Data Handling and Multimedia	Digital Literacy and Online Technologies	Online Safety	Basic ICT skills
Key Stage One				
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Recognise common uses of information technology beyond school	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	
Key Stage Two				
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Select, 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, including collecting, analysing, evaluating and presenting data and information	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. Use search technologies effectively, appreciate how [search] results are selected and ranked and be discerning in evaluating digital content .	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	