

## High Meadow Infant School Computing Long Term Plan (KS1)

### Year One

Term	Curriculum	Unit	Overview
Autumn A <i>What am I?</i>	Online Safety	Stay Safe	Pupils consider how to stay safe online including using different technologies, different activities including publishing and produce a charter for staying safe.
Autumn B <i>Where am I?</i>	Data Handling and multimedia	Pictograms	Pupils investigate how to display information in different ways and learn how to do this as a pictogram, progressing to do this using software and online applications.
Spring A <i>What shall I wear today?</i>	Digital Literacy	Technology around us	Help pupils to understand what technology is and let them consider and share what they have at home and have seen in the wider world. Create a presentation.
Spring B <i>Who lives in a castle?</i>	Data Handling and Multimedia	2D animation	Make a simple paper based animation and discuss the optical illusion behind it. Experiment with different aspects of technology to produce a range of 2D effects.
Summer A <i>How does your garden grow?</i>	Programming	Scratch Jr - On-screen Challenges and Tasks 2	Using ScratchJr in from MIT on iPad only to develop programming knowledge and skills by creating and debugging algorithms to control screen based objects through developmental challenges and tasks.
Summer B <i>Who played with this?</i>	Programming	Scratch Jr - On-screen Challenges and Tasks 2	Using ScratchJr in from MIT on iPad only to develop programming knowledge and skills by creating and debugging algorithms to control screen based objects through developmental challenges and tasks.

## Year Two

Term	Curriculum	Unit	Overview
Autumn A <i>Evacuees</i> <i>WW2</i>	Online Safety	Zip it	Pupils learn to judge how to maintain privacy and how to prevent their personal information being compromised in a range of online situations.
Autumn B <i>Florence</i> <i>Nightingale/</i> <i>Victorians</i>	Data Handling and multimedia	Create an e-book	Look at the characteristics of a selection of e-books and consider how they differ from printed books. Pupils create their own e-book and publish it for others to read.
Spring A <i>Fire of</i> <i>London</i>	Programming	Simple Logo - On-screen Challenges and Tasks 1	Via physical experience in large spaces, using Bee-bots and through Logo environments such as 2Go in Purple Mash, j2code and Textease Turtle to control screen objects to move, turn and draw lines, patterns and shapes.
Spring B <i>Continents/</i> <i>Oceans</i>	Programming	Simple Logo - On-screen Challenges and Tasks 2	Via physical experience in large spaces, using Bee-bots and through Logo environments such as 2Go in Purple Mash, j2code and Textease Turtle to control screen objects to move, turn and draw lines, patterns and shapes.
Summer A <i>Hot/cold</i> <i>Countries</i>	Data Handling and multimedia	Simple graphs	Pupils learn how to create simple graphs to display information and understand how this has developed from the pictograms they previously experienced.
Summer B <i>Mexico</i>	Digital Literacy	Internet and email	Pupils are taught and experience basic email and searching for content online. Consider the different kinds of device that can connect to the internet.