Computing Overview

Year 1								
Online Safety & Purple Mash (4 weeks)	**Grouping & Sorting (2weeks)**	**Pictograms (3 weeks)**	**Lego Builders (3 weeks)**	**Maze Explorers (3 weeks)**	**Animated Story Books (5 weeks)**	**Coding (6 weeks)**	**Spreadsheets (3 weeks)**	**Technology outside school (2weeks)**
To safely log in and out safely and start to introduce to the children the idea of 'ownership' of their creative work. To know how to find saved work in the Online Work area and find teacher comments and to search to find resources. To become familiar with the resources and icons available in the Topics section and start to add pictures and text to work. To explore the Tools and the Games section of Purple Mash and the icons to Save, Print, Open, New.	To sort items using a range of criteria. To sort items on the computer using the 'Grouping' activities in Purple Mash.	To understand that data can be represented in picture format To contribute to a class pictogram To use a pictogram to record the results of an activity.	To emphasise the importance of following instructions. To follow and create simple instructions on the computer. To consider how the order of instructions affects the result.	To understand the position and direction an object is going and to navigate to a specific destination. To create and debug a set of instructions (algorithm) To change and extend an algorithm to create a longer algorithm... To encourage the children to complete set challenges on the 2Dos list and set challenges for each other	To be introduced to e-books and to 2Create a Story. To continue a previously saved story and add animation to a story To add sound to a story including voice recording and music the children have created. To work on a more complex story including adding backgrounds and copying and pasting pages. To use additional features to enhance their stories. To share their e-books on a class display board.	To understand what coding means and create unambiguous instructions like those required by a computer, building on one- and two-step instructions To introduce 2Code and use it to create a simple program. To use the Design and Properties icons to add and change backgrounds, characters and objects To design a scene for a program (including adding a character who moves when clicked). To explore the commands for coding especially the functions of the Stop button To incorporate sound into a coding program to make objects perform actions	Introduction to spreadsheets and how to navigate and use them Adding images to a spreadsheet and using the image toolbox Using the 'speak' and 'count' tools in 2Calculate to count items	To walk around the local community and find examples of where technology is used. To record examples of technology outside school.
Avatar creator Paint Projects Writing Templates 2Count (Pictograms) 2Explore (Music) Kiddle KidzTube	2Quiz Topmarks – 2D shapes Carroll diagram, Tally chart game, Venn chart, Carrol diagrams odd and even	2Count 2Connect Topmarks -Pictograph game, Fruit fall and Fishing, Bar charts	2Quiz Paint Projects Writing Templates	2Go Beebots	2Create A Story Ipad – augmented Reality through Google available on Twinkl	2Code Bee bots	2Calculate	Writing Templates

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Year 2							
Coding (5 weeks)	**Online Safety (3 weeks)**	**Spreadsheets (4 week s)**	**Questioning (5 weeks)**	**Effective searching (3 weeks)**	**Creating pictures (5 weeks)**	**Making music (3 weeks)**	**Presenting Ideas (4 weeks)**
To understand what an algorithm is. To design algorithms and then code them. To compare different object types. To use the repeat command. To use the timer command. To know what debugging is and debug programs.	To know how to refine searches using the Search tool. To use digital technology to share work on Purple Mash to communicate and connect with others locally. To have some knowledge and understanding about sharing more globally on the Internet. To introduce Email as a communication tool using 2Respond simulations. To understand how we should talk to others in an online situation. To open and send simple online communications in the form of email. To understand that information put online leaves a digital footprint or trail. To identify the steps that can be taken to keep personal data and hardware secure.	To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine. To learn how to copy and paste in 2Calculate To use the totalling tools. To use a spreadsheet for money calculations. To use the 2Calculate equals tool to check calculations. To use 2Calculate to collect data and produce a graph.	To learn about data handling tools that can give more information than pictograms. To use yes/no questions to separate information. To construct a binary tree to identify items. To use 2Question (a binary tree database) to answer questions. To use a database to answer more complex search questions. To use the Search tool to find information.	To understand the terminology associated with searching To gain a better understanding of searching on the Internet. To create a leaflet to help someone search for information on the Internet	To learn the functions of the 2Paint a Picture tool. To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). To recreate Pointillist art and look at the work of pointillist artists such as Seurat. To learn about the work of Piet Mondrian and recreate the style using the lines template. To learn about the work of William Morris and recreate the style using the patterns template. To explore surrealism and eCollage	To make music digitally using 2Sequence To explore, edit and combine sounds using 2Sequence. To edit and refine composed music. To think about how music can be used to express feelings and create tunes which depict feelings. To upload a sound from a bank of sounds into the Sounds section. To record and upload environmental sounds into Purple Mash. To use these sounds to create tunes in 2Sequence.	To explore how a story can be presented in different ways. To make a quiz about a story or class topic. To make a fact file on a non-fiction topic. To make a presentation to the class
Main Programs – 2Code **Beebots** **Lightbot app** **Spritebox app**	**Main Programs –** Writing Templates Display boards 2Respond (2Email) Purplemash responding to teacher comments	**Main Programs –** 2 calculate	**Main Programs –** 2 count 2 investigate 2 question	**Main Programs –** Browser Purplemash **Kiddle**	**Main Programs –** 2 Paint a picture **Tux paint**	**Main Programs –** 2 Sequence **Charanga** **Making class video and upload on Class Dojo ie Easter bonnet**	**Main Programs** 2 create a story 2 connect 2 quiz 2 publish