

OUR LADY OF LOURDES RCPS

Computing Long Term Plan

	Learning Journey 1	Learning Journey 2	Learning Journey 3
Reception	- Mouse and Trackpad Skills Use a mouse accurately to click and drag objects on the screen. Use the mouse roller to scroll up and down a page. Use a laptop touchpad - Keyboard Skills Find all the letters of the alphabet on a keyboard. Put spaces between words in my typed work. Correct typed work without re-doing the work entirely using the delete keys. Type capital letters and lower case and know how to change between these. Type numbers using a keyboard. Move to the next line down when typing. Use the arrow keys to move around the screen. Use the different inputs of a computer keyboard. - Drawing Skills Use the undo button correctly. Use the erase button. Use a touchscreen device purposefully. Draw on a computer using a mouse. - Robots Follow my own plan for where the toy vehicle should move. Make a floor robot move. Control the forwards, backwards and rotation of a floor robot one step at a time. Program a 3-step route for a floor turtle.	- Sounds Add sound effects to my work. Use a device to record myself speaking and play back the sounds. - Photography Use the webcam in Mini Mash. Open photos in Purple Mash. Open photos that I have taken in Purple Mash. - Technology Around Us Talk about what technology is used outdoors. Talk about what technology is used in the world around me.	- Hardware Take appropriate actions when I need to carry a device to a different location. Use devices with care. Identify the technology used around me. Identify the parts of a computer and what they are for. - Safety and Privacy Know who can help me when I am feeling worried. Show that I understand how to be kind to others. Choose activities in my free time that help me to be healthy. - Quizzes Type answers to quiz questions. Complete a cloze quiz. Complete a matching quiz. Complete a sorting and sequencing quiz. Complete quizzes on the computer. Play games that ask me questions

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Year 1	- Creative Computing Developing mouse skills and ICT skills using the creative 2DIY tools in Purple Mash. - Data Explorers Creating Grouping and sorting objects. Relating this to organising and interpreting data. Using pictorial data on Purple Mash. - Following Instructions Understanding simple algorithms though unplugged activities before moving to sequencing activities on digital devices.	- Animated Stories Creating and combining digital art and text to produce digital books using the 2Create a Story tool. - Coding Introducing block coding using 2Code.	- Technology Around Us Defining and understanding what technology is. Relating this to school, home, outside and to its use in the wider world. - Making Beats Introducing the concept of digital music.
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Year 2	- Route Explorers Coding using 2Go. Writing simple instructions to move a screen turtle along routes. - The Internet Understanding what the internet is. - Creating Pictures Using a digital art tool to create art in different traditional art styles.	- Spreadsheets Introducing spreadsheets and the way they organise data using the 2Calculate tool. - Questioning Investigating data, how it is collected and how it can be presented.	- Coding Developing coding skills using 2Code. - Presenting Ideas Creating mind maps using 2Connect to organise and present ideas. - Making Music Composing digital melodies using 2Sequence.
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Year 3	- Email Communicating electronically using 2Email. Considering safety aspects of email communication. - Route Planners Using 2Go to create routes for screen turtles. Coding using angles of turn and repetition. - Branching Databases Creating branching databases (binary tree databases) using 2Question.	- Spreadsheets Working with data using spreadsheets in the 2Calculate tool. - Coding Developing coding skills using 2Code.	- Presenting Ideas Using industry standard software to create presentations. - Touch Typing Developing touch typing skills using 2Type. - micro:bit Coding using a micro:bit as an external device.
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Year 4	- Unpacking Hardware and Software Understanding technology and computer systems in relation to their hardware and software. - Animation Creating digital animations using the 2Animate tool. - Logo Learning the text-based Logo coding language to create patterns and shapes. Coding sequences, repetition, and procedures	- Sound Stories Adding narrative and sound effects to create audio books using 2Cast. - Effective Searching Exploring how to effectively search the internet. Exploring safety aspects of online information. - Coding Developing coding skills using 2Code.	- Making Music Using the Busy Beats tool to explore and compose music digitally. - Introduction to AI Understanding what artificial intelligence is, how it can help and the ethics around its use. - micro:bit Coding using a micro:bit as an external device.
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Year 5	- Quizzing Making effective quizzes using 2Quiz. Exploring types of questioning and effective presentation of a quiz. - Databases Using table-based databases for collecting, presenting, searching and analysing data. - Game Creator Designing and making a 3D maze adventure game using 2DIY3D.	- Spreadsheets Working with data using spreadsheets in the 2Calculate tool. - Coding Developing coding skills using 2Code. - Word Processing Using industry standard software to create documents.	- Concept Maps Using and creating concept maps using 2Connect. - Coding External Device Using the Purple Chip app on a tablet or phone device alongside Purple Mash. - micro:bit Coding using a micro:bit as an external device
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Year 6	- Graphing Understanding the benefits of creating common graph types digitally. Using appropriate features to present data in the best possible way. - Blogging Understanding how blogs and their features can effectively engage an audience. - Data Detectives Using the Data Detectives tool to work with large datasets to analyse complex data and answer questions. - Networks - Learning what networks do and how they connect devices. Considering safety aspects of networks and collaboration.	- Coding Developing coding skills using 2Code. - Introduction to Python Introducing text-based Python coding using the Python in Pieces platform. Python in Pieces translates between block-code and Python. - Spreadsheets Using industry standard software to work with spreadsheets.	- 3D Modelling Exploring computer aided design in 3D using the 2Design and Make tool. - Binary Understanding binary as a number system and its purpose and application in computing. - micro:bit Coding using a micro:bit as an external device
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