

St Gregory's Medium Term Plan

EYFS – linked to **Understanding the World (Specific Area) Technology:**

Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purpose.

- Know that ICT can be used to communicate information electronically.
- Know that the internet can be used to communicate information in a friendly way.

Year Group: 1 & 2	Term:	Subject: Computing		
Key Vocabulary Algorithm, code, computer, data, debug, input, output, process, program, repetition, selection, sequence, variable,				
Key Questions		Resources		Cross Curricular Links Digital literacy History topics Geography topics Science topics
National Curriculum Objectives:				
COMPUTER SCIENCE				
<ul style="list-style-type: none"> • understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions (computer science) • create and debug simple programs (computer science) • use logical reasoning to predict the behaviour of simple programs (computer science) 				
DIGITAL LITERACY				
<ul style="list-style-type: none"> • recognise common uses of information technology beyond school (digital literacy) • 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 (digital literacy) 				
E-SAFETY				
<ul style="list-style-type: none"> • 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. 				

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Year A		
Unit 1	Unit 2	Unit 3
<p>Switched On Computing Unit - We are collectors 1.4 Unit summary - Finding images using the web Focus - Computer networks Suggested hardware/software - Web browser/PowerPoint/IWB software/Explain Everything</p>	<p>Switched On Computing Unit - We are treasure hunters 1.1 Unit summary - Programming Focus - Using programmable toys Suggested hardware/software - Programmable toys/Bee-Bot and Blue-Bot apps</p>	<p>Switched On Computing Unit - We are photographers 2.3 Unit summary - Taking, selecting and editing digital images Focus - Creativity Suggested hardware/software - Picasa/Pixlr.com/Snapseed</p>
Year B		
Unit 1	Unit 2	Unit 3
<p>Switched On Computing Unit - We are astronauts 2.1 Unit summary – Programming on screen Focus - Programming Suggested hardware/software – Scratch/Kodu/Scratch Jnr/Pyonkee</p>	<p>Switched On Computing Unit –We are painters 1.3 Unit summary - Illustrating an eBook Focus - Creativity Suggested hardware/software - Tux Paint/Paint/2Paint A Picture/Fresh Paint/IWB software/ Word</p>	<p>Switched On Computing Unit –We are researchers 2.4 Unit summary – Researching a topic Focus – Computer networks Suggested hardware/software - FreeMind/web browser/PowerPoint</p>
<p>AFL opportunities:</p>		

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Year Group: 3 & 4	Term:	Subject: Computing		
Key Vocabulary Algorithm, data, debug, program, input, output, sequence, selection, repetition, variable	Key Questions		Resources	Cross Curricular Links Digital literacy History topics Geography topics Science topics
<p>National Curriculum Objectives:</p> <p>COMPUTER SCIENCE</p> <ul style="list-style-type: none"> • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs <p>DIGITAL LITERACY</p> <ul style="list-style-type: none"> • 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 • 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 • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content <p>E-SAFETY</p> <ul style="list-style-type: none"> • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 				

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Year A		
Unit 1	Unit 2	Unit 3
<p>Switched On Computing Unit - We are vloggers 3.4 Unit summary - Making and sharing a short screencast presentation Focus – Computer networks Suggested hardware/software - Google/PowerPoint/QuickTime Player/screencast-o-matic/ Explain Everything/Adobe Voice</p>	<p>Switched On Computing Unit - We are presenters 3.3 Unit summary – Videoing performance Focus – Creativity Suggested hardware/software - Movie Maker/iMovie</p>	<p>Switched On Computing Unit - We are programmers 3.1 Unit summary – Programming an animation Focus – Programming Suggested hardware/software - Scratch/Scratch Jr/Pyonkee</p>
Year B		
Unit 1	Unit 2	Unit 3
<p>Switched On Computing Unit - We are HTML editors 4.4 Unit summary – Editing and writing HTML Focus – Computer networks Suggested hardware/software – Firefox/Chrome/Brackets</p>	<p>Switched On Computing Unit - We are bugfixers 3.2 Unit summary - Finding and correcting bugs in programs Focus – Computational thinking Suggested hardware/software - Scratch/Snap!/Pyonkee</p>	<p>Switched On Computing Unit - We are software developers 4.1 Unit summary – Developing a simple educational game Focus – Programming Suggested hardware/software - Scratch/Snap!/Pyonkee</p>
<p>AFL opportunities:</p>		

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Year Group: 5 & 6	Term:	Subject: Computing		
Key Vocabulary Algorithm, data, debug, program, input, output, sequence, selection, repetition, variable	Key Questions	Resources	Cross Curricular Links Digital literacy History topics Geography topics Science topics	
<p>National Curriculum Objectives:</p> <p>COMPUTER SCIENCE</p> <ul style="list-style-type: none"> • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts <p>DIGITAL LITERACY</p> <ul style="list-style-type: none"> • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • 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 <p>E-SAFETY</p> <ul style="list-style-type: none"> • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 				

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Year A		
Unit 1	Unit 2	Unit 3
<p>Switched On Computing Unit - We are web developers 5.4 Unit summary – Creating a web page about cyber safety Focus – Computer networks Suggested hardware/software - Google/Google Sites/learning platform/WordPress/ Adobe Slate</p>	<p>Switched On Computing Unit - We are game artists 5.3 Unit summary – Fusing geometry and art Focus – Creativity Suggested hardware/software - Inkscape/Adobe Illustrator/CoreIDRAW/Scratch/Scribble/TurtleArt/Terragen</p>	<p>Switched On Computing Unit - We are game developers 5.1 Unit summary – Developing an interactive game Focus – Programming Suggested hardware/software - Scratch/Snap!/Pyonkee/Kodu</p>
Year B		
Unit 1	Unit 2	Unit 3
<p>Switched On Computing Unit - We are bloggers 5.5 Unit summary – Sharing experiences and opinions Focus – Communication/Collaboration Suggested hardware/software - WordPress/learning platform/GIMP/Audacity/Movie Maker</p>	<p>Switched On Computing Unit - We are adventure gamers 6.1 Unit summary – Making a text-based adventure game Focus – Programming Suggested hardware/software – Python (using the IDLE editor)/Trinket.io/Pythonista</p>	<p>Switched On Computing Unit - We are computational thinkers 6.2 Unit summary – Mastering algorithms for searching and sorting Focus – Computational thinking Suggested hardware/software – Unplugged' resources/Scratch/Snap!/Pyonkee</p>
<p>AFL opportunities:</p>		