

## Computing LTP 2018-2019

	Project 1	Project 2	E-Safety To be taught throughout the year
<b>Year 1</b>	<p><b>Computer Skills</b> <b>National Curriculum Areas to be covered</b></p> <p>recognise common uses of information technology beyond school</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 1 &gt;&gt; Computing Skills</p>	<p><b>Painting</b> <b>National Curriculum Areas to be covered</b></p> <p>use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 2 &gt;&gt; Painting</p>	<p>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</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Esafety</p>
<b>Year 2</b>	<p><b>Programming with Turtle Logo and Scratch</b> <b>National Curriculum Areas to be covered</b></p> <p>understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</p>	<p><b>Word Processing</b> <b>National Curriculum Areas to be covered</b></p> <p>use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>recognise common uses of information technology beyond school</p>	<p>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</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Esafety</p>

	<p>create and debug simple programs</p> <p>use logical reasoning to predict the behaviour of simple programs</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 2 &gt;&gt; Turtle Logo and Scratch</p>	<p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 2 &gt;&gt; Word Processing</p>	
<b>Year 3</b>	<p><b>Internet Research</b> <b>National Curriculum Areas to be covered</b></p> <p>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> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p> <p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 3 &gt;&gt; Internet Research</p>	<p><b>Word Processing</b> <b>National Curriculum Areas to be covered</b></p> <p>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</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 3 &gt;&gt; Word Processing</p>	<p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Esafety</p>

<p style="text-align: center;"><b>Year 4</b></p>	<p><b>Scratch Questions and Quizzes</b> <b>National Curriculum Areas to be covered</b></p> <p>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 4&gt;&gt; Scratch</p>	<p><b>Animation</b> <b>National Curriculum Areas to be covered</b></p> <p>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, analyzing, evaluating and presenting data and information</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 4 &gt;&gt; Animation</p>	<p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Esafety</p>
<p style="text-align: center;"><b>Year 5</b></p>	<p><b>Scratch Developing Games</b> <b>National Curriculum Areas to be covered</b></p> <p>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p>	<p><b>Internet Research and Webpage Design</b> <b>National Curriculum Areas to be covered</b></p> <p>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range</p>	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p><b>Resources and planning</b>   Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Esafety</p>

	<p>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 5&gt;&gt; Scratch</p>	<p>of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p> <p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 5 &gt;&gt; Internet Research</p>	
<b>Year 6</b>	<p><b>Scratch Animated Stories</b> <b>National Curriculum Areas to be covered</b></p> <p>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms</p>	<p><b>Spreadsheets</b> <b>National Curriculum Areas to be covered</b></p> <p>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</p> <p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour;</p>	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Esafety</p>

	<p>and programs</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 6&gt;&gt; Scratch</p>	<p>identify a range of ways to report concerns about content and contact</p> <p>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p><b>Resources and planning</b> I Drive &gt;&gt; Curriculum &gt;&gt; Computing &gt;&gt; Year 6 &gt;&gt; Spreadsheets</p>	
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