Computing Reception overview Autumn Spring Summer Hardware/software: **Programming:** Databases: To be able to hold the To introduce the term To understand how a library mouse. 'algorithm'. computer works. To be able to click on Databases: objects. **Programming:** To understand how a cash Bee bots point works. To be able to load software. To be able to exit software. Introduce directional Hardware/software: language/function of buttons To be able to drag objects Technology tour To be able to move BB around the screen. To understand how people forwards/backwards interact with computers. To be able to turn right/left **ESafety:** To be able to combine all To be aware of always Presentation skills: asking a grown up before directions in a sequence. 2Create a story using the Internet. To be able to type name. Web/research skills: To be aware of not telling To be able to use the enter Is able to identify a tab/an strangers personal key/space bar/backspace key information: where you address bar/back button. live/phone number/what correctly/full stop key. school you go to To be able to type Hardware/software: sentences. To be able to load the To be aware of not sending desktop. pictures to people you don't To be able to insert images, actions and sounds. To be able to know maximise/minimise. To be aware of telling a Typing skills: grown up if you feel scared, To be able to change the 2Create a story unhappy or unsure about view of icons from 'list' to Has an awareness of the anything when using a 'large icons' (on the computer Keyboard, lowercase Reception desktop.) alphabet and full stop. To know strategies for keeping safe online (PHSEE)

Integrated skills throughout the year.

To understand how a supermarket cash till works.

Hardware/software:

To be able to identify parts of the computer.

Programming:

Databases:

To be able to print out work as a set of sequences.

ESafety:

- To be able to understand the importance of asking for help from an adult when:
- Pop ups appear/unknown Emails appear/anything unfamiliar on the screen appears
- To have an awareness of keeping personal information private.
- To have an awareness of extremist views and potential radicalisation.
- To understand what to do when concerned about content or being contacted via the internet or electrical device
- To know strategies for keeping safe online (PHSEE)

Typing skills:

 Has an awareness of the Keyboard – numbers, capital letters, question marks and exclamation marks.

Programming:

- To understand what is a computer.
- To understand how computers are used in everyday life.
- To understand computers have no intelligence and can do nothing unless a program is run.

Spring

Presentation skills:

MS Word

- Is able to highlight text/change the size/change the colour/change the font/insert pictures
- Use the caps lock key to create capital letters
- Is able to edit work

Programming:

- To understand the term: 'algorithm'.
- To be able to sequence a set of instructions (Jam sandwich/cleaning teeth/getting dressed)

Bee bots

- To be able to identify what each BB command does.
- To be able to create a BB world/map using: buildings/roads/pause features (traffic lights/forest/petrol station etc.)
- To investigate the distance BB travels with each command: fd 15cm/right turn 90°c etc
- To design routes/instructions using BB (without algorithms)
- To design routes/instructions using algorithm cards (forwards/backs etc cards.)
- To design routes/instructions incorporating 'pauses'.
- Introduce the term:
 DEBUG/DEBUGGING.

Summer Web/research skills:

- Has an awareness of what the internet is and what it used for.
- Can identify web browsers (safari/explorer etc)
- Understands the term: 'surfing the web'.
- To be able to load websites.

Programming:

- To understand the term: 'pictogram'.
- To be able to create a variety of pictograms.
- To look at different ways data can be represented:
- Block graphs
- Pie charts
- Bar charts
- To be able to change data from a pictogram into a bar/block/pie chart
- To be able to answer questions from data in graphs

Databases:

- To understand the term: 'database'.
- To know that a database is a means of storing information and can be searched

Integrated skills throughout the year.

- To be able to log on/off.
- To be able to print to computer room printer.
- To be able to change the view of icons from 'list' to 'large icons' on the Y1 desktop.
- To be able to right-hand click.

ESafety:

- To understand the importance of communicating safely and respectfully online, and the need for keeping personal information private.
- To have an awareness of extremist views and potential radicalisation.
- To understand what to do when concerned about content or being contacted.
- To know strategies for keeping safe online (PHSEE)

Typing skills:

• Is able to use both hands when typing.

Programming:

- To be able to use the correct symbols (start/stop/action) to create an algorithmic abstract flow chart.
- To gain an understanding that algorithms are implemented on digital devices as programs.
- To understand the terms: 'Debug/Debuggin'..

Presentation skills:

MS Word

- Is able to open a new or existing document/ overtype and manipulate text/spellcheck work
- Is able to use the shift key/ change font size/
- To learn how to import images from clipart.

Spring

Web/research skills:

- Is able to understand the function of an address bar.
- Is able to refresh/reload from history
- Understands the term: 'favourites/bookmarks' and can perform procedure.
- Is able to carry out simple web searches to collect information.

Presentation skills:

MS Publisher

 Is able to create a blank publication/insert and colour text boxes/create Word Art objects/change orientation/ print preview/ insert and delete new pages/ insert background colours.

Programming:

Scratch: Human Crane

 To be able to create, execute and debug algorithms to solve a series of 12 challenges.

Summer

Programming: *Introduce Rapid router*

Databases:

Smart Learning

- To understand the terms: 'data' and 'information'.
- To be able to collect and sort information in an organised way
- To be able to explore record cards as numbers
- To be able to create and search simple databases
- To be able to use database information to create bar charts.

Programming:

Bee bots

- To be able to plan a route with limited number of cards/movements.
- To be able to use algorithms to plan routes from the same place: investigate which is the quickest/longest route to a particular destination?
- To be able to design a route to pause at every number in the 2 times table.
- To be able to design own challenge.

Integrated skills throughout the year.

- To be able to print in BW (black and white) and colour.
- To be able to save work.
- Understands .docx and .pubx when saving work.

Programming: Rapid router

ESafety:

- To be able to use computers safely and responsibly; knowing a range of ways to report unacceptable content and contact when online.
- Understands the concept of 'digital footprint'
- To know strategies for keeping safe online, including social media, the responsible use of ICT and mobiles.
- To have an awareness of extremist views and potential radicalisation.
- To know the importance of protecting personal information, including passwords, addresses and images. (PHSEE)

Typing skills:

English type junior

 Can place fingers in home key position and develops accuracy.

Web/research skills:

- Has an awareness of other uses of the internet: shopping/social networking/collaboration (skype etc)/blogging/wikis/podcasts.
- To be able to understand the term and function of 'search engines'.
- Has an awareness of different search engines (google, BBC find, kidsclick)
- To be able to use search engines.
- To be able to use hyperlinks

Programming:

Unplugged: playground games

- To be able to use logical reasoning to decipher how to play games in an algorithmic format.
- To be able to use the 'decision' symbol in an algorithmic flowchart.
- To be able to identify bugs and debug.

Scratch: dressing up game.

To be able to choose a

Spring

ESafety: Childnet workshop

Hardware/software:

- To be able to understand the terms: INPUT AND OUTPUT DEVICE
- To be able to identify a range of input and output devices.
- To know that computers collect data from various input devices, including sensors and application software.

Databases:

Smart Learning

- To be able to design a database to store information.
- To be able to answer questions by sorting records in a database.

Emails:

- Understands the concept of electronic mail.
- Is able to send, receive and reply to mail.
- Is aware Y3 can only send/receive to/from@fintonhouse.org.uk when in school.

Programming:

Scratch: smoking car.

- To be able to decompose a key elements of a game.
- To be able to create a moving block.
- To be able to use mathematical degrees to program an object: up/down/left/right.
- To be able to create a background.
- To be able to use pen up/pen down.
- To investigate changing the colour of the line/pathway.
- To investigate what else can you make with the pen commands.
- To be able to test and evaluate the code/programming.
- To be able to test and evaluate the code/programming.

Summer

Spreadsheets:

MS Excel

- To be able to understand the function of a spreadsheet.
- To be able to identify key elements of a spreadsheet (cells, columns, rows, formula bar)
- To be able to input data into cells to create tables.
- To be able to create graphs from data.
- Has an understanding that data can be structured in tables to make it useful.

Typing skills:

 To be able to use the shift key when accessing the £ sign and other MS excel symbols.

Presentation skills:

MS Publisher

 Create a publication from a template/show the task pane/put borders around text boxes/drop cap/insert shapes/rotate text boxes/insert header and footer/insert tables/insert audio.

Programming:

Scratch conversation/conversation 2

- To be able to create a conversation and change it into an algorithm.
- To be able to use the wait command.
- To be able to debug errors.
- To be able to create a conversation between multiple users using the broadcast command.
- To be able to test and evaluate the code/programming.

Presentation skills:

MS PowerPoint

 Add/delete slides/change slide layout/insert slide transitions/insert custom animation text and pictures/add sounds to custom animated text and images.

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- To be able to customise 'costumes'.
- To be able to program costume to change when mouse is clicked.
- To be able to import a background.
- To be able to test and evaluate the code/programming.

Scratch: music machine.

- To be able to paint a sound button.
- To be able to create looped sounds.
- To be able to create a new sprite and code it to play two sounds when clicked.
- To be able to create looped notes.
- To be able to test and evaluate the code/programming.

Integrated skills throughout the year.

- Is able to use some keyboard shortcuts.
- To be able to print to more than 1 printer.
- To be able to retrieve work.
- To be able to create a folder
- Understands .pptx/.xls when saving work.

Computing Year 4 overview

Autumn **Programming:** Introduce Rapid

router

ESafety:

- Is able to recognise what is acceptable and unacceptable behaviour when using technologies and online services.
- To have an awareness of extremist views and potential radicalisation.
- To know strategies for keeping safe online, including social media, the responsible use of ICT and mobiles.
- To know the importance of protecting personal information, including passwords, addresses and images. (PHSEE)

Programming:

Scratch: Slug trail

- To be able to decompose key elements of a game.
- To be able to design a slug.
- To be able to program keyboard inputs to control a game.
- To be able to use forever loops/pen up/pen down.

Spreadsheets:

MS Excel

- To be able to alter the height and width of rows and columns
- To be able to manipulate cells (size, colour, font, set borders merge, copy, delete and align data)
- To be able to construct simple formulae (addition, subtraction, division, multiplication, percentage)
- To be able to construct formulae using built-in functions (average, sum,)
- To be able to replicate formulae
- To be able to sort data (single column) in a table and understands how sorting can improve searching for information.

Emails:

To be able to attach

Spring

ESafety: Childnet workshop

Hardware/software:

 Is able to identify technology used in school/home/environment

Web/research skills:

- Is aware of the history of the web.
- Understands the difference between the internet and internet service e.g. world wide web..
- Is aware of Google advanced search.
- Is able to find physical places using Google maps/streetview.

Databases:

 To gain an understanding of real world databases: (Rightmove/Amazon/Tesco)

Presentation skills:

MS PowerPoint

- To be able to create action buttons to link slides.
- To be able to create an algorithm in flow chart form to plan a PPT quiz.
- To be able to create a quiz in PPT
- To be able to identify the use of: repetition, two-way selection i.e. if, then and else.
- To be able to test and evaluate the code/programming.

Summer

Programming: Scratch: Maths Quiz

To be able to design, write and debug a maths quiz for lower KS2 children

To be able to use

if/else/selection/variables within the quiz.

To be able to test and evaluate the code/programming.

HTML:

To understand what the term: HTML To be able to create a static web page (KS3)

To be insert a title.

To be able to change the background colour of a static web page.

To be able to insert a heading. To be able to insert an image. Understands the terms: web page/web site/ home page/URL.

Presentation skills:

MS Word

Is able to change margins/use tabulation/insert page breaks/add page numbers/wrap text round images/indent text on a page/ insert symbols

Is able to edit text via: changing case/character spacing Is able to insert table /add and delete rows/add and delete columns

| documents to emails. | | |
|--|--|--|
| Is aware Y4 can only | | |
| send/receive to/from | | |
| @fintonhouse.org.uk | | |
| when in school. | | |
| | | |

Integrated skills throughout the year.

Typing:

- Is able to type with increasing speed and accuracy.
- Is able to use some keyboard shortcuts.

- To be able to print to different areas around school.
- Is able to use the snipping tool.
- To be able to create screen shots.
- To be able to change the screen resolution.
- Has an awareness of the date and time folders were created/modified
- Understands .pdf when saving files.
- To be able to create sub folders

Programming: Introduce Rapid router

ESafety:

- To demonstrate responsible use of technologies and online services, and knows a range of ways to report concerns.
- To understand the concept of 'digital shadow'
- To have an awareness of extremist views and potential radicalisation.
- To know strategies for keeping safe online, including social media, the responsible use of ICT and mobiles.
- To know the importance of protecting personal information, including passwords, addresses and images. (PHSE)

Emails:

 To be aware Y5 can only send/receive to/from@fintonhouse.org.uk inside and outside school.

Programming:

Scratch: Crab maze game

- To be able to decompose key elements of a game.
- To be able to program a simple crab animation.
- To be able to use variables/loops/conditional selection.
- To be able to import and use an xy grid.
- To be able to test and evaluate the code/programming.

Programming:

Binary

- To be able to understand the term: binary
- To know how computers use binary to create images.

Spreadsheets:

MS Excel

- To know what is a bar, pie and line chart/graph and when to use
- To be able to create graphs and insert/delete/amend

Spring

ESafety: Childnet workshop

Hardware/software:

- Has an awareness of data storage in the form of 1 byte/1megabyte etc.
- Has an awareness of the amount of data in folders Eg 1Gb.
- Knows the names of hardware e.g. hubs, routers, switches

Web/research skills:

 Understands that each computer has a unique address called an IP address and can identify their computers IP address and situations when it is needed.

Programming:

Scratch: Perimeter

- To be able to create a program to work out the perimeter or regular 2D shapes.
- To be able to investigate a formula to calculate the perimeter of a shape.
- To gain an understanding of the term GENERALISATION
- To be able to use generalisation to adapt solutions to work out other regular 2D shapes.
- To be able to test and evaluate the code/programming.

Programming:

- To be able to identify the main functions of the operating system: the core program that controls and organises the general operation of the computer.
- To discuss the difference between humans and computers (eg humans have emotions, computers perform tasks far more quickly than humans)
- To be able to identify tasks best completed by humans (caring for a baby) and computers (calculating a complex sum)

Summer HTML:

- To be able to use the 'href' tag correctly to link a series of web pages
- To insert 1 hyperlink to another web site.

Programming:

- To discuss the difference between humans and computers (eg humans have emotions, computers perform tasks far more quickly than humans)
- To be able to identify tasks best completed by humans (caring for a baby) and computers (calculating a complex sum)

Presentation skills:

MS Publisher

 To be able to layer text and objects/send back text and objects/bring forward text and objects.

Databases:

 To be able to sort and search real world databases.

| legends and titles. | |
|--|--|
| To be able to sort multiple | |
| columns of data in a table. | |
| To be able to create and use | |
| custom list in a table (days of | |
| the week or months of the | |
| year) | |
| To be able to use auto filter. | |
| To be able to analyse and | |
| evaluate data and | |
| information. | |
| To be able to identify that | |
| poor quality data leads to | |
| unreliable results, and | |
| inaccurate conclusions. | |

Integrated skills throughout the year. Hardware/software:

- To be able to complex print: print on both sides/certain pages/landscape/portrait/1 page per sheet up to multiple pages.
- To be able to access emails from school website.
- Understands .gif/.zip when saving files.

Typing:

- Is able to type with increasing speed and accuracy.
- Increases typing cadence and knows function of the shift key.
- Is able to use keyboard shortcuts.

Computing Year 6 overview

Autumn **Programming:** Introduce Rapid router

ESafety:

- To know strategies for keeping safe online, including social media, the responsible use of ICT and mobiles.
- To have an awareness of extremist views and potential radicalisation.
- To know the importance of protecting personal information, including passwords, addresses and images. (PHSE)

Programming:

Scratch: music machine.

- To be able to paint a sound button.
- To be able to create looped sounds.
- To be able to create a new sprite and code it to play two sounds when clicked.
- To be able to create looped notes.
- To be able to test and evaluate the code/programming.

Scratch music score:

• To be able to convert a piece of music into scratch code.

Scratch: music as code

- To be able to convert a piece of music into an algorithm then convert the algorithm into a program.
- To be able to understand the term ABSTRACTION (irrelevant detail) and identify all the elements that won't help programming the musical notes.
- To be able to test and evaluate the code/programming.

Hardware/software:

- Understands the term 'networked computers'
- Understands

 .bit/.exe./.mp3/.mp4 when saving files.

Web/research skills:

 To understand how search engines rank search results. Spring

ESafety: Childnet workshop

Programming:

 To know how computers use binary to create numbers and text.

Web/research skills:

Binary

 To understand how images and text is sent via the internet and emails (packet switching.)

HTML:

Is able to construct a static website using HTML and enhance using CSS.

Programming:

Scratch times table game

- To be able to decompose a game.
- To be able to use variables/loops
- To be able to use: pick random/hide/show/change/se t blocks.
- To be able to test and evaluate the code/programming.

Summer

Programming:

 To be able to identify the difference between physical, wireless and mobile networks.

Spreadsheets:

MS Excel

 To be able to plan a residential trip to France using spreadsheets, timetables and bookings.

Presentation skills:

- Is aware of the advantages and disadvantages of presentation applications.
- To able to discuss which applications would be suited to particular purposes eg PPT

 — presentations, PUB and WORD

 — documentation.

Hardware/software:

 Understands data transmission between digital computers over networks, including the internet i.e. IP addresses and packet switching.

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Integrated skills throughout the year.

Typing:

- Is able to type with increasing speed and accuracy.
- Uses numeric keypad and ctrl commands (ctrl-c, ctrl-v etc)
- Is able to use keyboard shortcuts.

Hardware/software:

- Is able to insert and remove USB correctly and safely.
- Can identify the USB drive 'E' or 'F'.
- Is able to personalise their USB drive.
- Understands the function 'save as type'.
- Is able to save work in rich text format in order to transfer onto Macs.

Emails:

• Is aware internal/external emails can be sent and received.