

Computing Exemplifications: What's in the Planning?



Foundation Stage	Term 1: All about me		Term 2: Handa's Surprise		Term 3: Growing	
	<p style="text-align: center;">e-Safety</p> <p style="text-align: center;">Careful handling technology devices Limit time on devices</p>		<p style="text-align: center;">e-Safety</p> <p style="text-align: center;">Class e-Safety rules Tell an adult Keep password private</p>		<p style="text-align: center;">e-Safety</p> <p style="text-align: center;">Pop-ups and in-App purchases Kind to my friends</p>	
	<p style="text-align: center;">Programming</p> <p style="text-align: center;">Mouse, touchpad or touch to control objects on a screen Exploring with floor robots</p>		<p style="text-align: center;">Programming</p> <p style="text-align: center;">Turns on equipment Floor robot retelling a story</p>		<p style="text-align: center;">Programming</p> <p style="text-align: center;">Control ladybird moving to flowers on screen (2Go) Open-ended activity online to practise mouse and touch skills</p>	
	<p style="text-align: center;">Handling Data / Multimedia</p> <p style="text-align: center;">Investigating things under a microscope Making a portrait with a paint program or app Voice recorder to capture local visit</p>	<p style="text-align: center;">Technology in our lives</p> <p style="text-align: center;">Taking and printing photographs Operating simple equipment (Class blog to share learning)</p>	<p style="text-align: center;">Multimedia / TinLives</p> <p style="text-align: center;">Taking photos / video Using talking tins Presenting story characters using paint program Online resource to watch African dance</p>	<p style="text-align: center;">Handling Data</p> <p style="text-align: center;">Sorting objects and developing mouse skills Finding out information from Infant Encyclopaedia</p>	<p style="text-align: center;">Handling Data / TinLives</p> <p style="text-align: center;">Photos of plants Photos sorted 2Count pictogram to show favourite plant or tree (Class blog)</p>	<p style="text-align: center;">Multimedia</p> <p style="text-align: center;">Create a plant or tree using a paint program Create electronic book</p>
<p style="text-align: center;">Learning links</p> <ul style="list-style-type: none"> • PD MH 40-60+: "Handles tools, objects, safely and with increasing control." • L R 40-60+: "Links sounds to letters, naming and sounding the letters of the alphabet." "Knows that information can be retrieved from books and computers." • UW W ELG: "Children know about similarities and differences in relation to places, objects, materials and living things." • UW W ELG: "They talk about the features of their own immediate environment and how environments might vary from one another." • EAD BI 30-50+: "Captures experiences and responses with range of media, such as music, dance and paint and other materials or words." • EAD ELG: "Children use what they have learnt about media and materials in original ways, thinking about uses and purposes." "Represent town ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories." 		<p style="text-align: center;">Learning links</p> <p>M SSM 40-60: ESPRESSO – Fruit sorting activity. L R 30-50 or 40-60: Flashcards for Key words: Teacher Directed: Introduce the key words as you wish (pairs game etc) Children initiated: input the key words into 'Food words' app. (Personalize the flashcards including using your own photos). CL 22-36 +: Read African stories on Tinga Tales PD MH 30-50+: Various Tinga Tales tracing pages UW- W 30-50+: Research about Africa or other topics related to your story CBBC Documentaries Watch videos and look at photos at Kids National Geographic.</p>		<p style="text-align: center;">Learning links</p> <p>L W 40-60: make photographs into non-fiction book to include labelling and sentences. Write a book, 'how to look after a plant'. Find information about plant names and lifecycles of a plant. Make seed packets and write growing instructions M SSM & N: 30-50+ measure height of plants, sort in height order. Count seeds and make seed patterns. Map and measure space in the vegetable garden. Sort different types of bulbs and seeds. UW W 40-60+: complete experiment with plants. Discuss what might happen and record the progress with photographs to add to book. EAD EuMM 40-60+: use art software to draw each stage of plant's growth. Label the parts of the plant. Paint or draw pictures of plants and flowers. Arrange flora and fauna to make different parts of a plant. PSE MR 30-50+: work as a team to plan and maintain a plant pot or part of a vegetable garden. PD 30-50+: choose and use tools for maintaining garden, grow healthy foods, make healthy recipes.</p>		

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	Term 1: Toys	Term 2: Let's find out and film	Term 3: Shadows and stickmen			
Year 1	<p>e-Safety Agree sensible e-Safety rules for the classroom Tell an adult</p>	<p>e-Safety Keep passwords private. Tell you what personal information is.</p>	<p>e-Safety Keep passwords private. Agree sensible e-Safety rules. Tell an adult</p>			
	<p>Programming Floor robots discovering toys Car moving around track (2Go)</p>	<p>Programming Moving a car around a town on a screen (2Go) Floor robots move around a village floor mat</p>	<p>Programming Pivot stick animation with free software</p>			
	<p>Multimedia Online activity to add text to describe toys Camera recording an image, uploaded and labels added</p>	<p>Technology in our lives Offline and online jigsaw Infant Encyclopaedia to find out about toys Devices to play games</p>	<p>Multimedia Green screening on homes in the past Draw and label a house Postcards/Poster of a town/village walk</p>	<p>Handling Data Pictograph of materials used for houses and homes (2Count) Venn diagram to sort objects</p>	<p>Technology in our Lives Class blog, cameras and printing Following links to find information</p>	<p>Handling Data Collecting weather data</p>
	<p>Learning links Literacy, speaking and listening, writing lists, labels and captions, non-fiction texts History: toys from the past Science: materials toys are made from</p>	<p>Learning links History: homes and artefacts of the past Literacy: speaking and listening, postcards/poster Maths: data handling and direction Science : sorting materials</p>	<p>Learning links Science: seasonal changes Maths: presenting data DT: creating a functional product</p>			
Year 2	<p>Term 1: Fix it and Find it</p>	<p>Term 2: Animal Top Trumps</p>	<p>Term 3: Shapes and Safety</p>			
	<p>e-Safety Keep password and private information safe Know who sees work online Know what to do - report</p>	<p>e-Safety Kind and polite in real life and on internet Tell somebody if feel upset</p>	<p>e-Safety Recognise sensible amounts of time to spend online Use technology safely Know where to go for help and support</p>			
	<p>Programming Lego Fix the Factory (free online and as an app) used to decide on algorithm, program robot and debug as needed</p>	<p>Programming Floor robot to collect information about animals Treasure hunt Drawing a letter</p>	<p>Programming Floor robots to create 2d shapes Online activity and 2Go or Daisy the Dinosaur app to draw shapes</p>			
	<p>Multimedia Photos linked to topic Software / app o import pictures and add text to present topic research</p>	<p>Technology in our lives Search for information Class blog or website to share information What is Internet?</p>	<p>Multimedia News report video or an animation about an animal</p>	<p>Handling Data Branching data base to sort animals 2Investigate to add information about animals</p>	<p>Technology in our Lives Save and retrieve data Contribute to class blog Validity of information online</p>	<p>Handling Data Branching database to sort shapes 2Graph to present information</p>
<p>Learning links Science, Geography, History or RE topics Literacy: presenting work, accurate use of capital letters and full stops Maths: turning and direction</p>	<p>Learning links Science: habitats for living things, sources of food Maths: direction, turn and number</p>	<p>Learning links Maths: properties of 2d shapes, understanding right angles All learning linked to blog</p>				

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	Term 1: Bringing it to life	Term 2: Games in a New World	Term 3: Move it and Sort it						
Year 3	<p>e-Safety Protect personal information Use safety features of websites, know how to report</p>	<p>e-Safety Downloading files and games Good choices about time online Post positive comments online</p>	<p>e-Safety Secure password Protect personal information</p>						
	<p>Programming Introduction to Scratch Programming an animated scene</p>	<p>Programming Kodu used to create a world and interact with objects</p>	<p>Programming Build and program robots using Lego WeDo or Scratch</p>						
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<p>Technology in our Lives Use search tools Save and retrieve work online and local device Multimedia opt Photostory to present</p>	<p>Handling Data Branching database to investigate and share information 2Investigate to create a simple database</p>								
<p>Learning links Art, manipulating images in style of famous artists English, history, geography, science, e-book on learning</p>	<p>Learning links English, storytelling based on world created Maths, collecting, analysing and presenting data</p>	<p>Learning links English, reading, writing and following instructions Maths, understanding how data can be represented Science topic such as nutrition</p>							
Year 4	<p>Term 1: Comics</p>	<p>Term 2: Games and Information</p>	<p>Term 3: Become a Game Designer</p>						
	<p>e-Safety Protecting myself and my friends Know what can be seen online and who by</p>	<p>e-Safety Information safe online, know how to report Comment positively and respectfully online</p>	<p>e-Safety Secure password Comment positively and respectfully online</p>						
	<p>Programming App or online resource to create a game, considering algorithm and continually testing and debugging</p>	<p>Programming Tell a joke / Program different keys to create an Etch a Sketch in Scratch Create Car Racing Game</p>	<p>Programming Kodu used to create a game to support learning of times tables</p>						
	<table border="1"> <tr> <td> <p>Multimedia Create a class comic</p> </td> <td> <p>Technology in our lives Websites showing false information Key words for searching Plagiarism</p> </td> </tr> </table>	<p>Multimedia Create a class comic</p>	<p>Technology in our lives Websites showing false information Key words for searching Plagiarism</p>	<table border="1"> <tr> <td> <p>Technology in our Lives Understand school network drive Create hyperlinks Search for information</p> </td> <td> <p>Handling Data Collecting data including use of datalogger Make a line graph that uses continuous data</p> </td> </tr> </table>	<p>Technology in our Lives Understand school network drive Create hyperlinks Search for information</p>	<p>Handling Data Collecting data including use of datalogger Make a line graph that uses continuous data</p>	<table border="1"> <tr> <td> <p>Multimedia Create an advert for Kodu game, including use of green screening</p> </td> <td> <p>Handling Data Collect data, record in a spreadsheet to graph Create branching database</p> </td> </tr> </table>	<p>Multimedia Create an advert for Kodu game, including use of green screening</p>	<p>Handling Data Collect data, record in a spreadsheet to graph Create branching database</p>
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<p>Learning links English: genre of comics, guiding reading Science: comics could be used to demonstrate understanding of scientific language Maths: coordinates in first quadrant, estimate and negative numbers, 2d shape properties</p>	<p>Learning links English: hyperlinks used to link documents Maths, Science, Geography and PE: graphing, interpreting and presenting data / scores</p>	<p>Learning links Maths: consolidation of multiplication facts , area and perimeter English: write instructions, language of persuasion to advertise game</p>							

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Year 5	Term 1: Sounds		Term 2: Shape and Weather		Term 3: Find out and Share	
	e-Safety Know resources which can be downloaded and used		e-Safety What is posted online can be seen and affect others Important to communicate kindly and respectfully Explain importance of reporting to an adult		e-Safety Protect personal information Report concerns and protecting friends Spending too much time online	
	Programming Use variables to count in Scratch Count in Roman Numerals Control Lego WeDo robots		Programming Algorithms and programs to create shapes and patterns using repeat procedures Floor robots to achieve goals efficiently		Programming Pong game in Scratch using variables Adapt to create own game	
	Technology in our Lives Search for sound effects How is information sorted and stored?	Handling Data Dataloggers used to investigate sound levels Multimedia Creating a story using sound effects	Multimedia Greenscreen to produce a weather report	Handling Data Recording weather on a spreadsheet	Technology in our Lives www and Internet Using search engines and evaluating information	Multimedia Presentation or quiz based on topic
Learning links Geography, traffic sound levels English, story writing Maths, Roman Numerals Music, recording and creating sound		Learning links Maths, properties of shape, interpreting data Geography, climates		Learning links English, writing instructions Maths,		
Year 6	Term 1: Ancient Civilizations		Term 2: Inside Your Insides		Term 3: Understanding and Challenges	
	e-Safety Explain consequences of spending too much time online or on a game.		e-Safety Support friends to protect themselves and make good choices online Explain consequences to myself and others of not communicating kindly and respectfully		e-Safety Protect personal data Age appropriate and reliable website Cyberbullying	
	Programming Create a times tables game and then use this to plan and create a Mayan quiz game		Programming Create a simulation of a system of the body using chosen programming software		Programming Logo program using if statements to create patterns Create mathematical function machines in Logo	
	Multimedia Create and collect sound and images files for game	Technology in our lives Labelled diagram of web resources used Scratch community sharing game	Multimedia Green greening combined with other multimedia to present system of the body	Handling Data Data loggers to measure most effective eye protection for sunlight or heart rate after exercise	Technology in our Lives How Internet works and data sent Origin of websites	Handling Data Plan an investigation Collect data about websites Present findings to others
Learning links Science: study of ancient civilization Literacy: reading, writing instructions and fact files Maths: negative numbers, identify math operations		Learning links Science: systems of the body Literacy: reading and note taking Maths: understanding data		Learning links Geography: understanding place in a connected world, using maps Maths: using and applying, properties of shapes		