Computing Overview

	Autumn Term	Spring Term	Summer Term
Lessons	• ICT - Using photocopier to copy family photos • Streetmap to find houses • Rainbow fish ICT colourings. • Fish AR on iPad • ICT Colouring	• Hot and cold colours ICT • Beebots dressed as Chinese New Year animals – program to race. • Tux paint maps • Peter Pan interactive game • London images • Beebot mats. • Tux paint 3 pigs houses maps • NGFL Easter website	• Beebot treasure hunt relating to animals • Identifying pets/animals on computer • Algorithms – How to look after pet • Record videos using IPads • Take pictures using IPads
Apps	Beebot, Daisy The Dinosaur, Puppetpals, ChatterPix Kids, Seesaw, Word, Pages, Google Docs, Pic Collage		

Computing Strand	**Information Technology**			
		NC Objectives	**Skills/Knowledge**	**Key Vocabulary**
	Word Processing/Typing	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	I know how to play on a touch screen game and use computers/keyboards/mouse in role play I know how to type letters with increasing confidence using a keyboard and tablet.	Computer, Keyboard, Device,Tablet, Dictate, type
	Data Handling		I know how to identify a chart. I know how to sort physical objects, take a picture and discuss what I have done.	Chart, sort, data, count, list
	Presentations, web design and eBooks		I know how to record my voice over a picture. I know how to move and resize images with my fingers or mouse.	Record, image, digital, collage, move, resize, pinch
	Animation		I know how to animate a simple image to speak in role I know how to create a simple animation to tell a story including more than one character.	Animation, character, record
	Video Creation		I know the difference between a photography and video. I know how to record a short film using the camera I know how to record and play a film I know how to watch films back	Photography, video, record, camera roll, play, pause, microphone
	Computer Science			
		NC Objectives	**Skills/Knowledge**	**Key Vocabulary**
	Computational Thinking	Creative and critical thinking Active learning (through unplugged activities) Playing and Exploring Creative and critical thinking	I begin to understand an algorithm is a sequence of instructions or set of rules to get things done. (Algorithms) I know how to follow a simple algorithm by responding to oral instructions. (Algorithms) I can begin to make my own simple algorithms by sequencing actions. (Algorithms)	Instruction, follow, first, next

			Skills/Knowledge	Key Vocabulary
	Coding and Programming		I can start to explain my thought process and justify my decisions. (Logical reasoning) I can explain what is the same and what is different (Pattern)	
			I can learn how digital toys and apps work through exploration (Tinkering) I can input more than one command into a programmable toy or simple app I can input a sequence of commands into a programmable toy or simple app I fix things through trial and error (Debugging) I can fix things and explain my approach (Debugging)	Mouse, touch screen, move, command, device
	Digital Literacy			
		NC Objectives	**Skills/Knowledge**	**Key Vocabulary**
	Self Image and Identity	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	I can recognise that I can say 'no' / 'please stop' / 'I'll tell' / 'I'll ask' to somebody who asks me to do something that makes me feel sad, embarrassed or upset. I can explain how this could be either in real life or online.	Online, offline, communicate, internet, information, feelings, rules
	Online Relationships		I can recognise some ways in which the internet can be used to communicate. I can give examples of how I (might) use technology to communicate with people I know.	
	Online Reputation		I can identify ways that I can put information on the internet.	
	Online Bullying		I can describe ways that some people can be unkind online. I can offer examples of how this can make others feel.	
	Managing Online Information		I can talk about how to use the internet as a way of finding information online. I can identify devices I could use to access information on the internet.	
	Health, Wellbeing and lifestyle		I can identify rules that help keep us safe and healthy in and beyond the home when using technology. I can give some simple examples of these rules.	
	Privacy and Security		I can identify some simple examples of my personal information (e.g. name, address, birthday, age,location). I can describe who would be trustworthy to share this information with; I can explain why they are trusted.	
	Copyright and Ownership		I know that work I create belongs to me. I can name my work so that others know it belongs to me.	