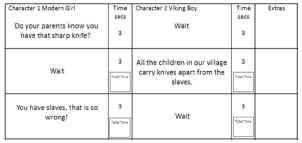
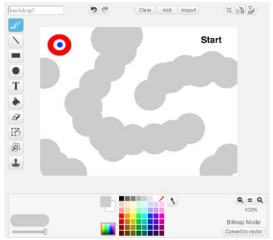
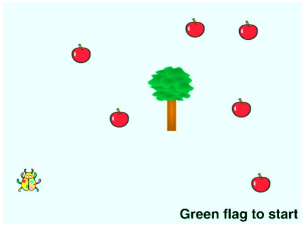
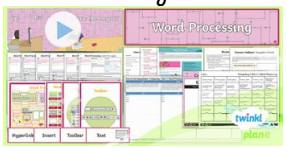
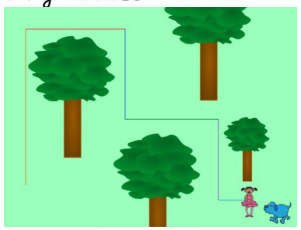
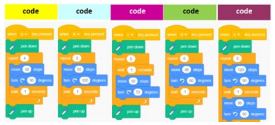
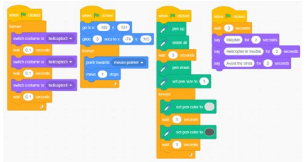
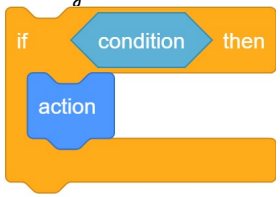
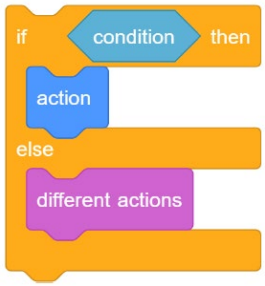
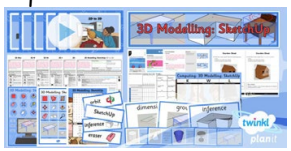
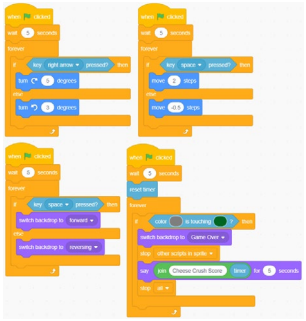
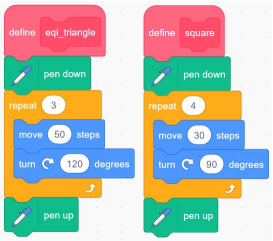
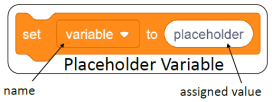
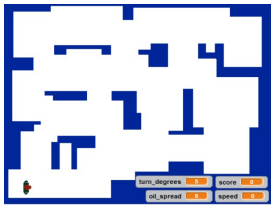
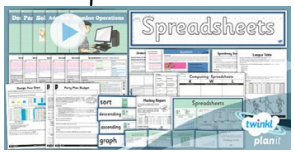
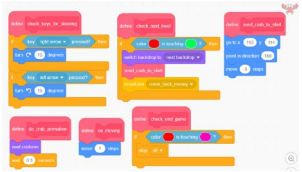
Warren Park Primary Computing LTP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R	See Early Years Curriculum					
Year1	CS: Algorithms through Bee-Bots  Children learn how to construct algorithms through programming Bee-Bots with instructions to meet a specific goal.	IT: Computer Skills  Children will learn how to use a computer mouse or a trackpad and how to switch on and shut down a computer. They will apply their mouse or trackpad skills by launching applications, manipulating windows and opening and saving files and folders. The children will then practise their clicking skills and learn how to drag objects, either using a mouse or trackpad.	IT: Word Processing Skills  Children will learn how to type with two hands, use the shift, space and enter key properly, and edit work by using the backspace, delete and arrow keys. Children will then go on to learn how to use undo and redo and to select and format text.	Online safety  Children learn about the potential dangers in the online world and what basic steps we all need to take in order to have positive digital experience.	CS: Programming with ScratchJr  This unit introduces children at Key Stage 1 to the principles of coding, using the age-appropriate ScratchJr software. The platform encourages basic understanding of algorithms and how to create precise instructions for visual working programs. It begins to develop a sense of creating, debugging and logical reasoning, which are required for further programming at KS2.	IT: Painting  Children will use a simple painting program to paint with different colours and brushes, create shapes, fill areas, undo and redo and add text.
Year 2	CS: Algorithms through Bee-Bots (See Year 1 planning)  Children learn how to construct algorithms through programming Bee-	IT: Using the internet  Children are shown how to search the Internet using one word; how to make sense of the returned results; how to use "for kids" to return more suitable results; how to	CS: Algorithmic Evaluation through Bee-bots 	IT: Computer Art  The children will have the opportunity to learn about reproducing the painting styles of great artists using computer programs. At the end of the unit your class will have the	Online Safety  Children learn about how what they do online leaves a trail called a digital footprint. Children will be introduced to the term 'cyberbullying' and look at how they should communicate online and deal with instances of	IT: Presentation Skills  Children will have the opportunity to learn the skills needed to create a simple presentation.

	Bots with instructions to meet a specific goal.	follow links and return to the search results. Children are encouraged to use a range of search engines, including Google, Bing and Yahoo.	Children to learn that there may be many algorithmic solutions to a problem and evaluate which one was best and why.	opportunity to use a mixture of the styles and skills learnt within this topic to produce their own computer-painted masterpiece!	people being unkind via digital means.	
Year 3	CS: Animal Challenges  Children will be introduced to Scratch and become familiar with the environment before decomposing a working game together as a class. Children then build the game to learn about Scratch functionality.	IT: Word Processing Skills  Children will learn to use various features for formatting text. This unit focuses on some important computer skills and introduces children to screenshots and the Snipping Tool, and secure use of passwords.	CS: Conversation  Children will program two characters taking part in a conversation and edit and evaluate their code.	CS: Magic Carpet  Children will learn how to decompose and problem solve by programming a magic carpet to fly and be steered through obstacles to its home.	IT: Presentation Skills  Children will develop their use of presentation software; setting a theme, slide transitions, creating hyperlinks and adding video and audio.	CS: Ladybug Munch  Children will use the PRIMM strategy to promotes Predicting, Running, Investigating and Modifying code before Making something.
Year 4	CS: Count Controlled Loops Toy Give Away  Children will roleplay and write simple count controlled loops. Children will use the PRIMM strategy to promotes Predicting, Running, Investigating and Modifying	IT: Word Processing  Children will learn about formatting images and organising content into and effective layout. Children will learn new skills and techniques and apply them to creating a range of different word documents (posters, letters to parents, job rotas, recipe cards and	CS: Count Controlled Loops Dog Chase  Children will explore how count controlled loops work. Children will use the PRIMM strategy to promotes Predicting, Running,	CS: Exploring Loops  Children to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	IT: Animation  Children research some of the early animation techniques used before the use of computers. The lessons then compare a range of free animation software and children incorporate the different techniques into their own animation. After experimenting, children are then given the opportunity	CS: Exploring Continuous Loops Helicopter Game  Children will use the PRIMM strategy to promotes Predicting, Running, Investigating and Modifying code before Making to design,

	code before Making something.	e-vouchers) which they will use during the cake sale project.	Investigating and Modifying code before Making something.		to evaluate their experiences in the final lesson.	write and debug programs to accomplish specific goals.
Year 5	CS: Condition starts action Making Choices  Children will explore how condition starts action work. Children will use the PRIMM strategy to promotes Predicting, Running, Investigating and Modifying code before Making something.	CS: Condition starts action Diving Beetle  Children will design, write and debug programs to accomplish specific goals. Children will use the PRIMM strategy to promotes Predicting, Running, Investigating and Modifying code before Making.	IT: Radio Station  Children to use software and digital devices for recording sound - interviewing, making adverts and using jingles. Opportunities are included for children to present, listen, review and evaluate their own content as well as professional and commercial examples, plus those created by their peers.	CS: Condition switches between actions Wizards Choice  Children will explore condition switches between actions and use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	IT: 3D Modelling: Sketch Up  Children to create 3D models based on using the software SketchUp Make. Children will learn how to create simple and complex 3D models. They will be able to add detail and manipulate 3D models using a variety of tools.	CS: Condition Switches Between 2 Actions Cheese Crush  Children will explore condition switches between two actions and use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
Year 6	CS: Define Procedures Basic Procedures  Children will explore basic procedures using the PRIMM strategy to promotes Predicting, Running, Investigating and Modifying code before Making something.	CS: Variables as Placeholders Placeholder  Children will explore variables as placeholders to design, write and debug programs that accomplish specific goals.	IT: Film Making  Children to explore various aspects of film-making. In doing so, they must choose and use appropriate software in order to complete tasks such as writing a script, researching information, filming and editing.	CS: Variables & Numbers Walker One  Children will explore condition switches between actions and solve problems by decomposing them into smaller parts.	IT: Spreadsheets  Children are given an understanding of spreadsheets and how they can be used. In the first five lessons, a different spreadsheet template is provided in which children learn skills in formatting and entering specific formulas.	CS: Define & Run Basic Procedure Crab Maze  Children will explore condition switches between two actions and use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.