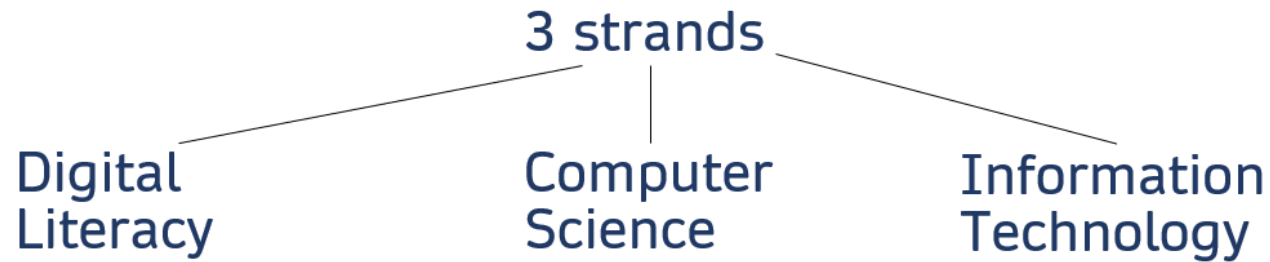


Computing



Digital Literacy	Computer Science	Information Technology
<p>How to sum it up - how devices can be used effectively, safely and responsibly</p> <p>Key aspects:</p> <ul style="list-style-type: none">- how to use the device (computer, iPad, programmable toy)- searching and selecting information- online safety	<p>How to sum it up - how computers work</p> <p>Key aspects:</p> <ul style="list-style-type: none">- computation, algorithms and programming, data (input, process, output), systems- Knowledge of programming is hierarchical and sequential. Begin with a secure base.- Give children practical programming experience that begins with tinkering – in EYFS and at the start of a new unit/program.- Our pupils have told us they find coding hard, so they need time to learn by exploring first.	<p>How to sum it up - how computers are used purposefully</p> <p>Key aspects:</p> <ul style="list-style-type: none">- The creation of digital artefacts (anything created on a device) – presentations, videos, animations, spreadsheets- Understanding computing contexts – how computing is used in various ways; how and what technology underpins those uses

Spring Medium Term Plan Hollinswood Primary School and Nursery Computing – Computer Science

	Substantive knowledge – the stuff of Computing	Disciplinary knowledge – how Computing is studied	Vocabulary	Big Question
<p>EYFS –</p> <p>Computational Thinking Progression</p> <p>Concepts:</p> <p>Algorithms</p> <p>Logic</p> <p>Patterns</p> <p>Decomposition</p> <p>Abstraction</p> <p>Evaluation</p> <p>Approaches:</p> <p>Tinkering</p> <p>Collaborating</p> <p>Creating</p> <p>Persevering</p> <p>Debugging</p> <p>(These concepts and approaches are introduced but the vocab may not be made explicit)</p>	<p>I know:</p> <p>when I press a button or switch, something happens</p> <p>I need to press forwards/backwards/arrows to make the cars move</p> <p>what tinkering is</p>	<p>I know:</p> <p>I should do things one step at a time</p> <p>I should learn from mistakes and not give up (Perseverance)</p> <p>I know how to:</p> <p>explore how things work (UOW)</p> <p>use my small motor skills so that I can</p> <p>use a range of tools competently, safely and confidently (PD)</p> <p>show resilience and perseverance in the face of a challenge (PSED)</p> <p>be confident to try new activities and show independence (PSED)</p> <p>follow instructions to make something</p> <p>play and work with others (Collaboration)</p> <p>make things, check and fix things (Creating)</p> <p>play and explore (Tinkering)</p> <p>plan a route for a Beebot/Rabbit etc</p>	<p>button</p> <p>switch forwards</p> <p>backwards</p> <p>on</p> <p>off</p> <p>left</p> <p>right</p> <p>up</p> <p>down.</p> <p>Coding:</p> <p>program</p> <p>code</p> <p>input</p> <p>instructions</p> <p>forward</p> <p>backwards</p> <p>left</p> <p>right</p> <p>up</p> <p>down</p> <p>creating</p> <p>tinkering</p> <p>logic</p> <p>patterns</p>	<p>What happens when....?</p> <p>Resources/staff subject knowledge:</p> <p>Open Door activities:</p> <p>BeeBots/BlueBots (tinkering – not structured activity)</p> <p>Remote Control Cars</p> <p>Torches</p> <p>Cubetto</p> <p>Robot Mouse</p> <p>Noisy Things</p> <p>Beep Beep</p> <p>Sphero</p> <p>Click here for: Spring resources Computer Science</p> <p>Purple Mash 2Code (summer term YR)</p> <p>Nursery: Computer Discovery activities 1 - 3 Computer Discovery - Early Years - iLearn2 Primary Computing. Made Easy.</p> <p>YR: Mouse and Keyboard Skills Activities 1 – 7 https://www.ilearn2.co.uk/eyfsyear-1-mouse-and-keyboard-skills.html</p> <p>YR: Early Programming https://www.ilearn2.co.uk/early-programming---early-years.html</p> <p>Barefoot Computing units: Boats Ahoy (4 lessons N/YR), Junk Scarecrows (1/2 lessons N/YR), Rabbit Run (YR), Seed Sequencing (N/YR)</p>

	Substantive knowledge – the stuff of Computing	Disciplinary knowledge – how Computing is studied.	Vocabulary	Big Question
Year 1 Computational Thinking Progression Concepts: Algorithms Logic Patterns Decomposition Abstraction Evaluation Approaches: Tinkering Collaborating Creating Persevering Debugging	I know: that computational thinking is part of Computing what patterns look like what algorithms are (NC) what logic means what programs are programs need precise instructions what debugging means	I know: instructions need to be precise and clear If my program doesn't run correctly it needs debugging I know how to: say what is the same, different and generally true about a pattern explain what an algorithm is write a simple algorithm follow an algorithm improve an algorithm put together a simple sequence predict what a program will do input code add a sprite change a background program a Beebot debug a Beebot log onto Purple Mash using my own logon card create and debug simple programs (NC)	concepts approaches computational thinking tinkering creating persevering collaborating debugging patterns same, different true algorithms logic predict test tinker command program programming logical reasoning forwards, backwards left, right, up, down	Can I create a simple program? Resources/staff subject knowledge: BeeBots/BlueBots BeeBot/BlueBot app on iPads 2Code in Purple Mash Sphero Cubetto Robot Mouse Code-it.co.uk BeeBot planning: KS1 Turtle Progression – code-it supported by HIAS, Hampshire Inspection and Advisory Service Code.org lessons: https://studio.code.org/s/coursea-2018 Programming A – moving a robot planning: Programming A – Moving a robot (teachcomputing.org) Introduce Programming: Year 1 Programming - iLearn2 Primary Computing. Made Easy. Barefoot Units - BeeBot Basics, BeeBot 123, Spelling Rules link: Spring resources Computer Science Consider Barefoot Units saved in EYFS folder also

	Substantive knowledge – the stuff of Computing	Disciplinary knowledge – how Computing is studied.	Vocabulary	Big Question
Year 2 Computational Thinking Progression Concepts: Algorithms Logic Patterns Decomposition Abstraction Evaluation Approaches: Tinkering Collaborating Creating Persevering Debugging	I know: that computational thinking is part of Computing what patterns look like what algorithms are what logic means what programs are what repeat loops are programs need precise instructions what debugging means	I know: if my program doesn't run correctly, it needs debugging I know how to: say what is the same, different and generally true about a pattern explain what an algorithm is write an algorithm follow an algorithm improve an algorithm use logic to make predictions about algorithms create a computer program use a repeat loop and when it is needed debug a program use logical reasoning to predict the behaviour of simple programs (NC)	concepts approaches computational thinking tinkering creating persevering collaborating debugging patterns same different true algorithms Logic predict test tinker command program programming logical reasoning forwards/backwards left right up/down	Can I debug my program? Resources/staff subject knowledge: World Map Game on Scratch (mit.edu) Coding for Kids What is coding for kids? ... - VideoLink https://www.scratchjr.org/teach.html http://code-it.co.uk/ks1/turtle/ks1turtle https://studio.code.org/s/courseb-2018 2Code in Purple Mash Algorun/Tynker Jr iPad apps Crazy Character Algorithms Sharing Sweets Algorithms World Map Logic (All Barefoot Computing lessons) https://www.barefootcomputing.org/resources saved here: Computing https://www.scratchjr.org/teach.html Scratch Jr: https://www.ilearn2.co.uk/year-2-scratch-jr.html Scratch Jr plans: http://code-it.co.uk/scratchjrdance Code-it.co.uk BeeBot planning: http://code-it.co.uk/ks1/turtle/ks1turtle Code.org lessons: https://studio.code.org/s/courseb-2018 2Count, 2Graph, 2Question Develop Programming: https://www.ilearn2.co.uk/year-2-programming.html

	Substantive knowledge – the stuff of Computing	Disciplinary knowledge – how Computing is studied.	Vocabulary	Big Question
<p>Year 3</p> <p>Year 6</p> <p>Computational Thinking Progression</p> <p>Concepts:</p> <p>Algorithms</p> <p>Logic</p> <p>Patterns</p> <p>Decomposition</p> <p>Abstraction</p> <p>Evaluation</p> <p>Approaches:</p> <p>Tinkering</p> <p>Collaborating</p> <p>Creating</p> <p>Persevering</p> <p>Debugging</p>	<p>I know:</p> <p>that computational thinking is part of Computing</p> <p>what a pattern is</p> <p>that tinkering means to play and ‘have a go’</p> <p>that coding tells a machine what to do</p> <p>that an algorithm is a set of instructions that must be followed in the correct sequence</p> <p>that selection is when a program needs to make a choice</p> <p>that debugging is finding and fixing errors in a program</p> <p>that decomposition is breaking down a task into smaller parts</p> <p>what a simple computer program looks like</p> <p>that repetition (or loops) is to repeat an instruction several times</p>	<p>I know how to:</p> <p>log on independently</p> <p>identify repetition in everyday tasks</p> <p>identify patterns in a sequence</p> <p>tinker with a computer program to find out what it does</p> <p>change what a sprite says</p> <p>debug a story so that it is in the correct sequence</p> <p>write a program using selection</p> <p>use logic to debug an algorithm</p> <p>break a sequence of moves down into its parts</p> <p>decompose a sequence</p> <p>write a simple program with text outputs, wait commands and movement</p> <p>write a program with repetition</p> <p>write programs using different inputs: keyboard, mouse and touch screen</p> <p>write a program that solves a problem</p>	<p>algorithm</p> <p>debug, bug,</p> <p>logical thinking</p> <p>logic process</p> <p>decision</p> <p>pattern</p> <p>selection,</p> <p>program</p> <p>outputs</p> <p>inputs commands</p> <p>wait, movement</p> <p>decompose</p> <p>decomposition</p> <p>problem solve</p> <p>coding, tinkering</p> <p>instructions</p> <p>sequence</p> <p>collaborating</p> <p>creating</p> <p>persevering</p>	<p>Can I break down a problem to solve it?</p> <p>Resources/staff subject knowledge:</p> <p>Inspire a Girl: Minecraft Code.org</p> <p>Computer Science Intro Minecraft Code.org https://youtu.be/Nc31NAujTkA</p> <p>https://www.bbc.co.uk/bitesize/topics/zs7s4wx/articles/zxgdwmn</p> <p>Scratch Chat Pupil Code - iLearn2 Primary Computing. Made Easy.</p> <p>Year 3 Scratch - iLearn2 Primary Computing. Made Easy.</p> <p>Year 3 Scratch - iLearn2 Primary Computing. Made Easy.</p> <p>Spring resources Computer Science</p> <p>2Code in Purple Mash</p> <p>Dot and Dash robots</p>

	Substantive knowledge – the stuff of Computing	Disciplinary knowledge – how Computing is studied.	Vocabulary	Big Question
<p>Year 4</p> <p>Computational Thinking Progression</p> <p>Concepts:</p> <p>Algorithms</p> <p>Logic</p> <p>Patterns</p> <p>Decomposition</p> <p>Abstraction</p> <p>Evaluation</p> <p>Approaches:</p> <p>Tinkering</p> <p>Collaborating</p> <p>Creating</p> <p>Persevering</p> <p>Debugging</p>	<p>I know:</p> <p>that computational thinking is part of Computing</p> <p>That an algorithm is a set of instructions that must be followed in the correct sequence</p> <p>that decomposition is breaking down a task into smaller parts</p> <p>what a physical system is</p> <p>that selection is when a program needs to make a choice</p> <p>that repetition (or loops) is to repeat an instruction several times</p>	<p>I know:</p> <p>what decomposition is</p> <p>I know how to:</p> <p>tinker with a computer program to find out what it does</p> <p>decompose a sequence</p> <p>write a program using selection</p> <p>write a program with repetition</p> <p>use logic to debug an algorithm</p> <p>write programs using different inputs: keyboard, mouse, microbit</p> <p>write a simple program with text outputs, wait commands and movement</p> <p>write a program that solves a problem</p>	<p>algorithm</p> <p>bug</p> <p>command</p> <p>control</p> <p>input, output</p> <p>object</p> <p>repeat</p> <p>selection</p> <p>timer</p> <p>physical system</p> <p>motors</p> <p>robotics</p> <p>systems</p> <p>logical thinking</p> <p>process</p> <p>decision</p> <p>pattern</p> <p>selection</p> <p>program, commands</p> <p>wait</p> <p>movement</p> <p>decompose</p> <p>problem solve</p> <p>coding</p> <p>tinkering</p> <p>instructions</p> <p>sequence</p> <p>coding</p> <p>algorithm</p> <p>sequence</p> <p>debug</p> <p>repetition</p> <p>input</p> <p>output</p> <p>variable</p>	<p>How do I program an external device?</p> <p>Resources/staff subject knowledge:</p> <p>Inspire a Girl: Minecraft Code.org</p> <p>Computer Science Intro Minecraft Code.org</p> <p>All about algorithms - BBC Bitesize</p> <p>What is decomposition? - BBC Bitesize</p> <p>What is logical reasoning? - BBC Bitesize</p> <p>What are input and output devices? - BBC Bitesize</p> <p>What is debugging? - BBC Bitesize</p> <p>Unit 2 Debug It! - Scratch Studio (mit.edu)</p> <p>Getting started micro:bit (microbit.org)</p> <p>Behind the MakeCode Hardware - LEDs on micro:bit - YouTube</p> <p>Behind the MakeCode Hardware - Accelerometer on micro:bit - YouTube</p> <p>Microbits</p> <p>Dot and Dash robots</p> <p>Year 4 Scratch - iLearn2 Primary Computing. Made Easy.</p> <p>Spring resources Computer Science Bug in the Water Cycle/Fossil Formation Scratch units Course D (2023) - Code.org</p>

	Substantive knowledge – the stuff of Computing	Disciplinary knowledge – how Computing is studied.	Vocabulary	Big Question
Year 5 Computational Thinking Progression Concepts: Algorithms Logic Patterns Decomposition Abstraction Evaluation Approaches: Tinkering Collaborating Creating Persevering Debugging	I know: that computational thinking is part of Computing that an algorithm is a set of instructions that must be followed in the correct sequence what a physical system is that selection is when a program needs to make a choice that decomposition is breaking down a task into smaller parts that repetition (or loops) is to repeat an instruction several times abstraction means to remove unnecessary detail what inputs and outputs are	I know: what decomposition is what selection is what abstraction is what repetition is I know how to: work together with others to achieve a goal (collaborate) persevere to achieve an end goal use a variety of software to accomplish a given goal solve problems by decomposing them into smaller parts debug errors in algorithms and programs design a program to control a physical system debug a program that controls a physical system work with various forms of input and output evaluate my own and others' work	algorithm collaborate persevere selection repetition physical system abstraction decomposition debugging input, output timer variable Microbit programming evaluation	Can I work with different outputs and inputs? Text/Video: What Most Schools Don't Teach Minecraft Code.org Changing the Face of Computer Science Minecraft Code.org 12 year old app developer Thomas Suarez: A 12-year-old app developer TED Talk Resources/staff subject knowledge: Microbits, Sphero Purple Mash resources: Purple Mash by 2Simple Year 5 Scratch - iLearn2 Primary Computing. Made Easy. Year 5 Text-based Programming - iLearn2 Primary Computing. Made Easy. Year 5 Sphero Programming - iLearn2 Primary Computing. Made Easy. Year 5 Physical Systems - iLearn2 Primary Computing. Made Easy. Microbits Movie making (iMovie) Link to English (importance of ordering) Green screen movie linked to topic (Doink app) Barefoot resources saved here: Spring resources Computer Science – You're the Cyber Security Expert, Classroom Sound Monitor, Logical Number Sequences

	Substantive knowledge – the stuff of Computing	Disciplinary knowledge – how Computing is studied.	Vocabulary	Big Question
Year 6 Computational Thinking Progression Concepts: Algorithms Logic Patterns Decomposition Abstraction Evaluation Approaches: Tinkering Collaborating Creating Persevering Debugging	I know: that computational thinking is part of computing what a physical system is that selection is when a program needs to make a choice that decomposition is breaking down a task into smaller parts abstraction means to remove unnecessary detail what inputs and outputs are	I know: what decomposition is what selection is what abstraction is what repetition is I know how to: work together with others to achieve a goal (collaborate) design a program (using a variety of software) to accomplish a given goal persevere to achieve an end goal design a program to control a physical system debug errors in algorithms and programs debug a program that controls a physical system solve problems by breaking them into smaller parts (decomposition) work with various forms of input and output use logical reasoning to explain how algorithms work use sequence, selection and repetition in programs evaluate my own and others' work	action alert algorithm bug code design command control debug event function input if/else input output repeat sequence selection timer variable collaborate persevere repetition physical system abstraction decomposition debugging crumble programming	Can I design and program my own device? Videos: Careers in Tech My Name is Tess Careers in Tech: My Name is Tess - Michigan Learning Channel Careers in Tech My Name is Brina Careers in Tech: My name is Brina - YouTube Resources/staff subject knowledge: Crumble kits Unit of work on variables in games: Programming A – Selection in physical computing (teachcomputing.org) Unit of work on sensing movement: Programming B - Sensing movement (teachcomputing.org) Programming with Scratch: Year 6 Scratch - iLearn2 Primary Computing. Made Easy. HTML Activity Pack: Year 6 HTML - iLearn2 Primary Computing. Made Easy. Logical Reasoning/Bug in the Water Cycle/Code Cracking units saved here: Spring resources Computer Science Purple Mash Coding unit: Purple Mash by 2Simple