

Our Intent is: “To provide our children with a range of technological skills, exposing them to the immense value of technology, whilst also ensuring they understand the importance of staying safe online”



<u>Forton Primary School</u> <u>Clougha Computing – Year A</u>					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Introduction to Purple Mash</u>	<u>Unpacking Hardware and Software (4)</u>	<u>Effective Searching (4)</u>	<u>Presentations (3)</u>	<u>Spreadsheets (3)</u>	<u>Micro:bit (3)</u>
An optional introduction to Purple Mash and the essential skills for beginning the LKS2 scheme units. Use with classes who haven't used Purple Mash before or who need a refresher in the basics.	This unit allows children to further their understanding of technology and computer systems in relation to their hardware and software. • Defining types of technology • Knowing how systems work together • Identifying hardware • Understanding software	This unit teaches children to use search technologies effectively by selecting clear keywords, refining searches for accuracy, and evaluating online content to judge whether it is reliable and trustworthy. • Using a search engine • Search rankings • Reliable searching • Search algorithms	This unit introduces children to using industry standard software to create presentations. Children will explore features of the presentation software then create and present their own slideshow presentations. • Adding media • Customizing with animations and timings • Designing an effective presentation	This unit introduces children to using 2Calculate in Advanced Mode, helping them move beyond basic data entry to explore how spreadsheets can calculate and solve problems. • Advanced mode of 2Calculate • Understanding cell addresses • Using the formula wizard	This unit introduces children to micro:bits. Children will explore how to make basic outputs occur from the micro:bit when inputs are detected. The software includes an emulator for use in schools without micro:bits. • Using the LED display • Sequencing and timing • Understanding inputs and outputs • Adding sounds and gestures

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<u>Email (3)</u>	<u>Route Planners (3)</u>	<u>Coding (See breakdown below)</u>			
This unit allows children to explore electronic communication using 2Email. Children learn how to respond to, compose and add attachments to emails as well as consider the safety aspects of email communication. • Composing and replying to emails • Opening and sending attachments • Using email safely	Children will plan algorithms and write code that includes angles of turn to create routes for screen turtles, testing them using 2Go. • Writing commands using rotation • Creating algorithms and writing code • Planning routes • Repetition in 2Go	Children will explore timers, the repeat command and the importance of nesting code. They will build up to using design documentation to code a program. • Using flowcharts in 2Chart • Using timers • Introducing repetition • Testing and debugging			

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<u>Forton Primary School</u> <u>Clougha Computing – Year B</u>					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Introduction to Purple Mash</u>	<u>Logo (4)</u>	<u>Sound Stories (4)</u>	<u>Composing Beats (4)</u>	<u>Introduction to AI (4)</u>	<u>Micro:bit (4)</u>
An optional introduction to Purple Mash and the essential skills for beginning the LKS2 scheme units. Use with classes who haven't used Purple Mash before or who need a refresher in the basics.	This unit introduces children to Logo programming, focusing on developing their understanding of basic commands and programming concepts. Children will learn to create shapes and letters using instructions. • Using Logo commands • Writing commands in a sequence • Refining code using repetition and procedures	This unit introduces children to 2Cast, an audio recording tool in Purple Mash. Children will explore the features of effective audio books and work as a team to script, record and edit their own. • Recording audio content • Creating sound effects • Post-production editing	This unit teaches children to explore the different elements of music, experiment with beats, and compose engaging music using the Purple Mash tool, Busy Beats. • Exploring pulse, rhythm and tempo • Understanding pitch and texture • Composing a melody	This unit introduces pupils to Artificial Intelligence, exploring what it is, what it can do, and how it is used in today's digital world. • Exploring how AI works • Investigating the positive and negative impacts of AI • Considering AI in the future	This unit introduces children to coding a micro:bit to make simulations of real-world tools such as dice and step counters. Includes an emulator for schools without micro:bits. • Exploring sensor inputs and the accelerometer • Using variables, inputs and outputs • Coding with selection and loops

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<u>Animation (4)</u>	<u>Branching Databases (3)</u>	<u>Coding (See breakdown below)</u>	<u>Touch Typing (3)</u>		
This unit introduces children to animation and the common techniques used by animators. Children will use traditional animation methods and compare these methods with using animation software (2Animate). • Knowing the types of animation • Understanding onion skinning • Exploring animation features • Using storyboarding	This unit allows children to explore and create branching databases. They learn how binary questioning is used to sort data records and about the importance of testing and debugging databases that they create. • Asking binary questions • Completing branching databases • Creating and testing branching databases	This unit builds on learning from previous coding units. Children will learn to use selection, co-ordinates, looping and variables. They will use these coding skills to create their own game. • Introducing selection • Exploring design properties • Introducing loops • Coding number variables	This unit introduces children to touch typing. Children learn correct posture, finger positioning and typing techniques to develop speed and accuracy, while understanding how these skills support safe and effective computer use. • Recognising keyboard locations • Understanding correct finger positioning • Improving accuracy and speed		

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<u>Forton Primary School</u> <u>Coding Breakdown – Year A</u>						
Title	Using Flowcharts	Timers	Selection	Coordinates	Nesting	Design, Code, Test and Debug
Year and lesson number	Year 3 Lesson 1	Year 3 Lesson 2	Year 4 Lesson 2	Year 4 Lesson 3	Year 3 Lesson 4	Year 4 Lesson 1

<u>Forton Primary School</u> <u>Coding Breakdown – Year B</u>						
Title	Repeats	Looping Code	Number Variables	Design a Program	Coding a Program	Making a Playable Game
Year and lesson number	Year 3 Lesson 3	Year 4 Lesson 4	Year 4 Lesson 5	Year 3 Lesson 5	Year 3 Lesson 6	Year 4 Lesson 6