

**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”**



**Forton Primary School**  
**Pendle Computing – Year A**

Autumn 1 & 2	Spring 1	Spring 2	Summer 1	Summer 2
<p style="text-align: center;">Computer Science and Information Technology <b><u>Coding</u></b></p>	<p style="text-align: center;">Computer Science and Digital Literacy <b><u>Online Safety</u></b></p>	<p style="text-align: center;">Information Technology <b><u>Spreadsheets</u></b></p>	<p style="text-align: center;">Information Technology <b><u>Databases</u></b></p>	<p style="text-align: center;">Information Technology <b><u>3D Modelling</u></b></p>
<ul style="list-style-type: none"> <li>• To review existing coding knowledge.</li> <li>• To begin to be able to simplify code.</li> <li>• To create a playable game</li> <li>• To understand what a simulation is.</li> <li>• To program a simulation using 2Code.</li> <li>• To understand how to use friction in code.</li> <li>• To begin to understand what a function is and how functions work in code.</li> <li>• To understand what the different variable types are and how they are used differently.</li> <li>• To understand how to create a string.</li> <li>• To begin to explore text variables when coding.</li> </ul>	<ul style="list-style-type: none"> <li>• To gain a greater understanding of the impact that sharing digital content can have.</li> <li>• To review sources of support when using technology.</li> <li>• To review children’ responsibility to one another in their online behaviour.</li> <li>• To know how to maintain secure passwords.</li> <li>• To understand the advantages, disadvantages, permissions, and purposes of altering an image digitally and the reasons for this.</li> <li>• To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.</li> <li>• To learn about how to reference sources in their work.</li> <li>• To search the Internet with a consideration for the reliability of the results of sources to check</li> </ul>	<ul style="list-style-type: none"> <li>• To use formulae within a spreadsheet to convert measurements of length and distance.</li> <li>• To explore the use of the display of decimal places.</li> <li>• To use a spreadsheet to model a real-life problem.</li> <li>• To use formulae to calculate area and perimeter of shapes.</li> <li>• To use a spreadsheet to investigate the probability of the results of throwing many dice.</li> <li>• To use spreadsheets to model real-life situations.</li> <li>• To use the created spreadsheet to make</li> </ul>	<ul style="list-style-type: none"> <li>• To learn how to search for information in a database.</li> <li>• To contribute to a class database.</li> <li>• To create a database around a chosen topic.</li> </ul>	<ul style="list-style-type: none"> <li>• To be introduced to the 2Design and Make tool.</li> <li>• To explore the effect of moving points when designing.</li> <li>• To design a 3D model to fit certain criteria.</li> <li>• To refine and print a model.</li> </ul>
			<p style="text-align: center;">Computer Science and Information Technology <b><u>Game Creator</u></b></p>	<p style="text-align: center;">Information Technology <b><u>Concept Maps</u></b></p>
			<ul style="list-style-type: none"> <li>• To Introduce the 2DIY 3D tool.</li> <li>• To begin planning a game.</li> </ul>	<ul style="list-style-type: none"> <li>• To understand the need for visual representation</li> </ul>

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<ul style="list-style-type: none"> <li>• To understand what concatenation is and how it works.</li> <li>• To understand the different options of generating user input in 2Code.</li> <li>• To understand how user input can be used in a program.</li> </ul>	<p>validity and understand the impact of incorrect information.</p> <ul style="list-style-type: none"> <li>• Ensuring reliability through using different methods of communication.</li> </ul>	<p>decisions about these situations.</p> <ul style="list-style-type: none"> <li>• To use the count tool to answer hypotheses about common letters in use.</li> </ul>	<ul style="list-style-type: none"> <li>• To design the game environment.</li> <li>• To design the game quest to make it a playable game.</li> <li>• To finish and share the game.</li> <li>• To self- and peer evaluate.</li> </ul>	<p>when generating and discussing complex ideas. To understand the uses of a ‘concept map’.</p> <ul style="list-style-type: none"> <li>• To understand and use the correct vocabulary when creating a concept map.</li> <li>• To create a concept map.</li> <li>• To understand how a concept map can be used to retell stories and information.</li> <li>• To create a collaborative concept map and present this to an audience.</li> </ul>
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