

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 B**

<b>Autumn 1 &amp; 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<p>Computer Science and Information Technology <b><u>Coding</u></b></p>	<p>Computer Science, Information Technology and Digital Literacy <b><u>Online Safety</u></b></p>	<p>Information Technology <b><u>Spreadsheets</u></b></p>	<p>Computer Science, Information Technology and Digital Literacy <b><u>Blogging</u></b></p>	<p>Computer Science and Information Technology <b><u>Text Adventures</u></b></p>
<ul style="list-style-type: none"> <li>• To design a playable game with a timer and a score.</li> <li>• To plan and use selection and variables.</li> <li>• To understand how the launch command works.</li> <li>• To use functions and understand why they are useful.</li> <li>• To understand how functions are created and called.</li> <li>• To use flowcharts to test and debug a program.</li> <li>• To create a simulation of a room in which devices can be controlled.</li> <li>• To understand how 2Code can be used to make a text-based adventure game.</li> </ul>	<ul style="list-style-type: none"> <li>• To identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location.</li> <li>• To identify secure sites by looking for privacy seals of approval, e.g., https, padlock icon.</li> <li>• To identify the benefits and risks of giving personal information and device access to different software.</li> <li>• To review the meaning of a digital footprint and understand how and why people use their information and online presence to create a</li> </ul>	<ul style="list-style-type: none"> <li>• To know what a spreadsheet looks like.</li> <li>• To navigate and enter data into cells.</li> <li>• To introduce some basic data formulae in Excel.</li> <li>• To demonstrate how the use of Excel can save time and effort when performing calculations.</li> <li>• To use a spreadsheet to model a situation.</li> <li>• To demonstrate how Excel can make complex data clear by manipulating the way it is presented.</li> <li>• To use formulae for percentages, averages,</li> </ul>	<ul style="list-style-type: none"> <li>• To identify the purpose of writing a blog.</li> <li>• To identify the features of successful blog writing.</li> <li>• To plan the theme and content for a blog.</li> <li>• To understand how to write a blog and a blog post.</li> <li>• To consider the effect upon the audience of changing the visual properties of the blog.</li> <li>• To understand how to contribute to an existing blog.</li> <li>• To understand the importance of commenting on blogs.</li> </ul>	<ul style="list-style-type: none"> <li>• To find out what a text-based adventure game is and to explore an example made in 2Create a Story.</li> <li>• To use 2Connect to plan a ‘Choose your own Adventure’ type story.</li> <li>• To use 2Connect plans for a story adventure to make the adventure using 2Create a Story.</li> <li>• To read and understand given</li> </ul>

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<ul style="list-style-type: none"> <li>• To know what decomposition and abstraction are in Computer Science.</li> <li>• To take a real-life situation, decompose it and think about the level of abstraction.</li> <li>• To use decomposition to make a plan of a real-life situation.</li> </ul>	<p>virtual image of themselves as a user.</p> <ul style="list-style-type: none"> <li>• To have a clear idea of appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour.</li> </ul>	<p>max and min in spreadsheets.</p> <ul style="list-style-type: none"> <li>• To create a variety of graphs in Excel.</li> <li>• To use a spreadsheet to model a real-life situation.</li> <li>• To apply spreadsheet skills to solving problems.</li> </ul>	<ul style="list-style-type: none"> <li>• To peer-assess blogs against the agreed success criteria.</li> <li>• To understand how and why blog posts and comments are approved by the teacher.</li> </ul>	<p>code for a text adventure game.</p> <ul style="list-style-type: none"> <li>• To debug a text adventure.</li> <li>• To independently design and implement improvements to a text adventure game.</li> </ul>
	<ul style="list-style-type: none"> <li>• To begin to understand how information online can persist and give away details of those who share or modify it.</li> <li>• To understand the importance of balancing game and screen time with other parts of their lives, e.g., explore the reasons why they may be tempted to spend more time playing games or find it difficult to stop playing and the effect this has on their health.</li> <li>• To identify the positive and negative influences of technology on health and the environment.</li> </ul>		<p><b>Computer Science</b> <b><u>Networks</u></b></p>	<p><b>Information Technology</b> <b><u>Quizzing</u></b></p>
			<ul style="list-style-type: none"> <li>• To discover what the children know about the Internet.</li> <li>• To find out what a LAN and WAN are.</li> <li>• To find out how we access the internet in school.</li> <li>• To research and find out about the age of the internet.</li> <li>• To think about what the future might hold.</li> </ul>	<ul style="list-style-type: none"> <li>• To create a picture-based quiz for young children.</li> <li>• To learn how to use the question types within 2Quiz.</li> <li>• To explore the grammar quizzes.</li> <li>• To make a quiz that requires the player to search a database.</li> <li>• To develop skills in creating</li> </ul>

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				<p>surveys and questionnaires.</p> <ul style="list-style-type: none"><li>● To use a survey to gain information rather than scores.</li></ul>
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