Gaskell Primary School – Computing Discovery

GPS Drivers
- World Citizens
- Avid Adventurers
- Confident Communicators
- Creative Minds
- Healthy Pioneers

(EYFS)

Computing is no longer on the EYFS curriculum. At Gaskell Primary School, we are getting them Year 1 ready.

From bridging the gap document to get Year 1 ready:

Awareness of different technologies in and out of school, awareness of the cause and effect of technology, awareness of input and output devices.

Can use technology – Purple Mash - to express creatively and constructively.

Awareness of digital storage of information – photography, digital writing and research information.

EYFS

AUTUMN (Year 1)

Digital Citizenship
Know what information should be kept private.
Know the rules for keeping safe online.

Digital Literacy
Logging in.
Typing.
Keyboard skills.

SPRING (Year 1)

Computer Science

Problem solving.
Following instructions.
Discuss and plan a simple algorithm.

SUMMER (Year 1)

Information Technology
Typing skills.
Search using digital tech and key words.
Understand that people own work online.

Digital Literacy Consolidation
Adding text.
Changing fonts and backgrounds.
Copy and paste text

KS1

AUTUMN (Year 2)

Digital Citizenship
Think before adding information about myself online.
Can recognise bullying behaviour.
Explain how we stay safe online in different situations and get help.
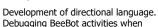
Digital Literacy
Using spell checker.
Adding page borders.

SPRING (Year 2)

Computer Science

Development of directional language.
Debugging BeeBot activities when things go wrong.
Debug a simple program
Recording algorithms.
Use different events to start my programs – timing / on click / on button press.

SUMMER (Year 2)

Information Technology

Using the WWW and understanding if information is real or imaginary. Understand how computers communicate with each other using the internet and local networks—school and home networks. Understanding Passwords.

Digital Literacy Consolidation

Create a quiz on 2Quiz.

LKS2

AUTUMN (YEAR 3)

Digital Citizenship
Talk about digital footprint.
Recognise that online identities can be different to real world identities.

Digital Literacy
Using keyboard shortcuts. Using save and save as. Formatting text and using table tools.

SPRING (YEAR 3)

Computer Science
Create a program using a sequence.
Predict the outcome of a sequence and the implications of reordering the sequence.
Debug a sequence.
Design and write (sequence) a simple program on Logo to produce a line drawing of a 2D shape.

SUMMER (YEAR 3)

Information Technology

Understanding file extensions.
Understanding autocomplete.
Importance of strong passwords and how to share information safely.

Literacy Consolidation
Using Powerpoint.

AUTUMN (YEAR 4)

Digital Citizenship
Know that anyone can search online profiles for information.
Discus positives/negatives using technology.

Digital Literacy
Representing data.
Graphs and spreadsheets.

SPRING (YEAR 4)

Computer Science

Introduction to repeat / loop
Plan and create a program using a repeat command
Predict the outcome of repeat and the implications of reordering the repeat
Debug coding when the outcome is not as expected

SUMMER 1 (YEAR 4)

Information Technology

Fake news. Strategies for keeping information private. Impersonation online.

Digital Literacy Consolidation
Animations and stop motion.

AUTUMN (YEAR 5)

Digital Citizenship
Make responsible choices when sharing online. Trusted adults.
Know when and how to get help and be able to differentiate between types of bullying. How technology can affect health and well-being (negative and positive)
Digital Literacy
Review, edit and discuss why changes have been made to work.
Using databases to create graphs and interpreting graphs from a variety of sources.

SPRING (YEAR 5)

Computer Science

Introduction to Selection / Conditional.
Plan a program for a quiz using selection.
Create a program for a quiz using selection.
Develop an awareness of abstraction when programming.
Predict the outcome of the program and the implications of reordering the code.
Debug code when the outcome is not as expected.

SUMMER (YEAR 5)

Information Technology

Find, save and import images and information from the internet. Reinforce the basics of using technology in our everyday lives. What the internal parts of a computer are and how they work. Saving work to the 'Cloud'. Voice activated searches.

Digital Literacy Consolidation
Using 2Design to create a building and model
Print a 2D net to create 3D model.

UKS2

AUTUMN (YEAR 6)

Digital Citizenship
Make responsible choices when sharing online.
Know when and how to get help.
Critically evaluate and reject inappropriate representations online.
Protect digital personality.
Know how to capture evidence of online bullying.
Common systems that regulate age-related content.
Promote health and well-being with regards to using technology.

Digital Literacy
Be independent when choosing appropriate software to create content.
Creating work appropriate to audience and being able to redraft work.

SPRING (YEAR 6)

Computer Science

Introduction to variable.
Plan a program for a quiz using a variable.
Create a program for a quiz using variable.
To have an awareness of abstraction when programming .
Predict the outcome of the program and the implications of reordering the code.
Debug code when the outcome is not as expected
Use Microbits programme and use skills across different applications.
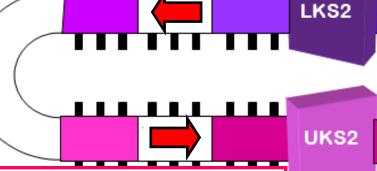
SUMMER (YEAR 6)

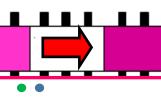**Information Technology**

Understand copyright and how to cite references.
Maintaining privacy and updating app permissions.
What will technology look like in the future .
Auto updates on devices.

Digital Literacy Consolidation

Use a mobile device to film.
Add transitions and special effects.
Compare film for effect on audience.