

Computing and ICT LTP 2017 - 2018

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing			Bee Bots			PurpleMash - 2Sequence
	E safety	Exciting Place of Internet	Searching the Internet	Personal Information Online	Ownership of Digital Work	Communication	
	ICT	2Publish (English - Postcards)			2Count (Maths - Graphs)		MS Word (English)
	iPad		Pic Collage (Art)	Photo Speak (Geography)		Sonic Pics (History)	Wordfoto (Maths)
	Skills	<p>By the end of year one, children will have been taught to:</p> <ul style="list-style-type: none"> • Create a series of instructions. • Plan a journey for a programmable toy. • Create, store and retrieve digital content. <ul style="list-style-type: none"> • Use a website • Use a camera. • Record sound and play it back <ul style="list-style-type: none"> • Use technology safely. • Keep personal information private. 					
Year 2	Computing			PurpleMash - 2DIY 3D		Robotics - Spheros	
	E safety	Appropriate Websites	Digital Footprint	Cyberbullying	Keyword Searches	Rating Websites	
	ICT		2Animate (English)	Digital Photography (SPAG)			2Publish (Maths)
	iPad	Puppet Pals (English)		Pic Collage (Geography)			Sonic Pics (Geography)
	Skills	<p>By the end of year two, children will have been taught to:</p> <ul style="list-style-type: none"> • Find errors and amend (debug) • Predict what the outcome of a simple program will be. • Understand that algorithms are used on digital devices. • Understand that programs require precise instructions. • Organise, retrieve and manipulate digital content. <ul style="list-style-type: none"> • Navigate simple searches • Use technology safely • Know where to go for help if they are concerned. • How technology is used in and outside of school. 					
Year 3	Computing			Lego Wedo		PurpleMash - 2Code	
	E-safety	Passwords	Online Communications	Product Websites	Respectful Online Communication	Email	
	ICT		MS Powerpoint (RE)		Comic Life (Geography)		Digital Photography (Science)
	iPad	iMovie (E-Safety)	Blogging (School Life)		Comic Life (Geography)		

	Skills	<p>By the end of year three, children will have been taught to:</p> <ul style="list-style-type: none"> • Design a sequence of instructions. • Write a program that will accomplish specific goals. <ul style="list-style-type: none"> • Work with various forms of input and output. • Use a range of software for similar purposes. <ul style="list-style-type: none"> • Collect information. • Design and create content. • Search for information on the web in different ways <ul style="list-style-type: none"> • Manipulate digital images. • Treat technology respectfully and responsibly. <ul style="list-style-type: none"> • How to get help if they are concerned. <ul style="list-style-type: none"> • Understand what computer networks do and how they provide multiple services. • Know where it is best to use technology and where it adds little or no value. 					
Year 4	Computing		Swift Playground				3D Printing (Art - Rainforest Animals)
	E safety	Responsible Online	Protecting Identity	Cyberbullying	Accuracy of Searches	Copyright & Plagiarism	
	ICT	Podcasting (English)			Digimaps (Geography)		MS Excel (Maths)
	iPad		Doodle Maths & Explain Everything	Comic Life (e-safety)		Vlogging (Art)	
	Skills	<p>By the end of year four, children will have been taught to:</p> <ul style="list-style-type: none"> • Experiment with variables to control models • Give an on-screen robot specific instructions that takes them from A to B. • Make an accurate prediction and explain why something will happen. <ul style="list-style-type: none"> • De-bug a program. • Select and use software to accomplish given goals. <ul style="list-style-type: none"> • Collect and present data. • Produce and upload a podcast. • Recognise acceptable and unacceptable behaviour using technology. 					
Year 5	Computing	Robotics - Spheros				Animations & Gaming - Scratch	
	E safety	Passwords	Strong Digital Community	Spam	Citing Online Sources	Altered Photos Online	
	ICT	Prezi (English)				Internet Research and Webpage Design (History)	Garageband (Geography)
	iPad		iMovie & Type drawing (English)	QR Code Reader (Maths)	Be Funky (Geography)		
	Skills	<p>By the end of year five, children will have been taught to:</p> <ul style="list-style-type: none"> • Combine sequences of instructions and procedures to control devices. <ul style="list-style-type: none"> • Use technology to control an external device. • Design algorithms that use repetition and 2-way selection. <ul style="list-style-type: none"> • Analyse and evaluate information. • Understand how search results are selected and ranked. <ul style="list-style-type: none"> • Edit a digital piece of work. • Understand that you have to make choices when using technology and that not everything is true/or safe. 					

Year 6	Computing		App Design			Flowol 4	
	E safety	Privacy Settings	Resolving Online Issues	Secure Sites and Cookies	Cyberbullying	Impact of Media and Online	
	ICT		Keynote (History)	PurpleMash - 2Animate (PE - Gymnastics)		iMovie (English)	
	iPad	Explain Everything (E-Safety)	Video FX (English)		Garageband (Geography)		
	Skills	<p>By the end of year six, children will have been taught to:</p> <ul style="list-style-type: none"> • Recognise that different solutions can exist for the same problem. <ul style="list-style-type: none"> • Use logical reasoning to detect errors in algorithms. <ul style="list-style-type: none"> • Use selection in programs • Work with variables. • Explain how an algorithm works. • Select, use and combine software on a range of digital devices. <ul style="list-style-type: none"> • Use a range of technology for a specific project. • Discuss the risks of online use of technology. <ul style="list-style-type: none"> • Identify how to minimise the risks. 					