

Corporation Road Community Primary School

Computing LTP

Computing: Year 1/2A

Vision:

Computing in Corporation Road Primary School will be progressive, building children's computing skills in the areas of 'Computer Science', 'Information Technology' and 'Digital Literacy'. We will strive to ensure that all pupils can 'understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation'. That pupils can 'analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems. That pupils can 'evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems' as outlined in the National Curriculum. We want children to know the application of computing in the wider world and how this can relate to future employment prospects. Our vision is that all pupils are able to keep themselves and others safe online and know when they need support and who/where to get it from. We want all pupils to understand about their own digital presence (including the use of Social Media) and how nothing that is posted online is never really deleted.

Domains		Key Conce	Key Concepts							
Information Technology	ormation Technology Computing Systems & Networks									
Computer Science Programming A and Programming B										
Digital Literacy and Creating Media Media Audio & Visual Media, Combining Audio & Visual Media and Data & Information										
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2					
Technology Around Us	Digital Painting	Digital Writing	Grouping Data	Moving a Robot	Introduction to Animation					
Domains:	Domains:	Domains:	Domains:	Domains:	Domains:					
- Information Technology	- Digital Literacy and Creating - Media	Digital Literacy and Creating Media	- Digital Literacy and Creating Media	- Computer Science	- Computer Science					
Key Concepts:	Key Concepts:	Key Concepts:	Key Concepts:	Key Concepts:	Key Concepts:					
- Computing Systems & Networks	- Visual Media -	Visual Media	- Data & Information	- Programming A	- Programming B					
End Point:	End Point:			End Point:						
Information Technology	Digital Literacy and Creating Media		Computer Science End Point							
Pupils can use technology	Pupils use technology safely, respec	tfully and responsibly. They unde	Pupils can use a variety of programming language, software and hardware to interact with the real world and solve problems. They can							
purposefully to organise, store and	information private and why it is im	portant to do so. They understan								
retrieve digital content including	evaluating digital content. Pupils rec	cognise acceptable/unacceptable	understand and use terms such as programming, coding, algorithm,							
search technologies, understanding	technology and can identify a range	of ways to report their concerns.	logic, abstraction, conditions, selection and data to explain how they							
how the results are selected and	Pupils can select, use and combine a	a variety of software (including in	ternet services) on a range of digital	have solved these problems. They o	can design, write and debug					
ranked. They understand how	devices to design and create a range	e of programs, systems and conter	nt that accomplish given goals,	programmes that interact with har	dware and/or to solve a given					
computer networks, the internet	including collecting, analysing, evalu	uating and presenting data and in	formation.	problem.						
and the World Wide Web work and										
how each of these can provide										
multiple services. They understand										
how these forms of networking										
help people with communication										
and collaboration. Pupils recognise										
how information technology is used										
beyond school, especially how it										
links to future employment										
opportunities.										

- - -	To identify technology in the classroom and explain how it helps us. To identify a computer and its main parts (switch on, log on and mouse). To use a mouse in different ways (open programs, click and drag). To use a keyboard to type (type name and save work). To use the keyboard to edit text (open work from a file, use arrow keys and delete letters). To create rules for using technology responsibly.	 To describe what freehand tools do (make marks, draw lines and pictures). To use the shape tool and the line tools (recreate work of an artist). To make careful choices when painting a digital picture (shapes, colours and in the style of an artist). To explain tool choices (use appropriate tools and colours). To use a computer independently to paint a picture (to use dots of colour, changing the 	 To use a computer to write. To add and remove text (letters, numbers, space and backspace). To identify that the look of text can be changed on a computer (type capital letters and use the toolbar for bold, italic and underline). To make careful choices when changing text (double click, click and drag and change font). To explain tool choices (use undo to remove changes). 	 To labe object: To ider groups To des (prope To cou To con group, object: To ans 	el objects (describe, match and group s). ntify that objects can be counted (count s of objects). erties of objects). int objects with the same properties. mpare groups of objects (choose how to describe group and record how many s in a group). wer questions about groups of objects	To explain what a given command will do (predict, match and run commands). To act out a given word (follow an instruction and give directions). To combine forwards and backwards commands to make a sequence. To combine four direction commands to make sequences. To plan a simple program (chose the order of commands and debug). To find more than one solution to a problem.	-	To choose a command for a given purpose (move sprites). To show that a series of commands can be joined together (use more than one block, use a Start block and run program). To identify the effect of changing a value (find blocks that have numbers and change the value). To explain that each sprite has its own instructions (have more than one sprite, delete a sprite and add blocks to different sprites).
-	To identify a computer and its main parts (switch	- To use the shape tool and the line tools (recreate work of an artist)	space and backspace).	- To ider	ntify that objects can be counted (count	To act out a given word (follow an instruction and give directions)	-	To show that a series of commands can be joined together (use more than one block use
			abarrand an a computer (ture constal latters	Bioup.	s of objects).	To complian forwards and bools and		- Chart black and war and areas
-	To use a mouse in different ways (open	- To make careful choices when painting a	changed on a computer (type capital letters	- 10 des	cribe objects in different ways	To compline forwards and backwards		a Start block and run program).
	programs, click and drag).	digital picture (shapes, colours and in the	and use the toolbar for bold, italic and	(prope	erties of objects).	commands to make a sequence.	-	To identify the effect of changing a value (find
-	To use a keyboard to type (type name and save	style of an artist).	underline).	- To cou	int objects with the same properties.	To combine four direction commands to make		blocks that have numbers and change the
	work).	 To explain tool choices (use appropriate 	 To make careful choices when changing text 	- To con	npare groups of objects (choose how to	sequences.		value).
-	To use the keyboard to edit text (open work from	tools and colours).	(double click, click and drag and change font).	group,	describe group and record how many	To plan a simple program (chose the order of	-	To explain that each sprite has its own
	a file, use arrow keys and delete letters).	- To use a computer independently to paint a	- To explain tool choices (use undo to remove	object	s in a group).	commands and debug).		instructions (have more than one sprite, delete
_	To create rules for using technology responsibly	picture (to use dots of colour, changing the	changes).	- To ans	To answer questions about groups of objects	To find more than one solution to a problem		a sprite and add blocks to different sprites).
	To create rules for using technology responsibly.	colour and brush size).	- To compare writing on a computer with	(decide	e how to group objects to answer a	to find more than one solution to a problem.	-	To design the parts of a project (choose
		 To compare painting a picture on a 	writing on paper.	questi	on, compare group and record and			artwork, decide how sprites will move and
		computer and on paper.		share f	findings).			create algorithms).
							-	To use my algorithm to create a program (use
								sprites that match design, add programming
1								blocks based on algorithm and test programs).

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