



St Marie's Catholic Primary School

Long Term Plan: Computing

	Topic	National Curriculum	Vocabulary	Knowledge	Skills
Year 1	1.1 Online Safety	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Log in Log out Username Password My work Avatar Notification Topics Tools Save	To understand the importance of logging out.	To log in safely. To learn how to find saved work in the Online Work area and find teacher comments. To learn how to search Purple Mash to find resources. To become familiar with the icons and types of resources available in the Topics section. To start to add pictures and text to work. To explore the Tools and Games section of Purple Mash. To learn how to open, save and print.
	1.3 Pictograms	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Pictogram Data Collate	To understand that data can be represented in picture format	To contribute to a class pictogram. To use a pictogram to record the results of an experiment.

	1.5 Maze Explorers	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs.	Direction Challenge Arrow Undo rewind Forward Backwards Right turn Left turn Debug Instruction Algorithm		To understand how to create and debug a set of instructions (algorithm). To use the additional direction keys as part of an algorithm. To understand how to change and extend the algorithm list. To create a longer algorithm for an activity. To set challenges for peers. To access peer challenges set by the teacher as 2dos
	1.9 Technology outside school	Recognise common uses of information technology beyond school	Technology		To walk around the local community and find examples of where technology is used. To record examples of technology outside school.
	Coding Scratch Jnr	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	Action Background Button Character Code block Code design Coder Coding Collision detection Command Design mode	To understand what coding means. To know the save, print, open and new icon.	To use design mode to set up a scene. To add characters. To use code blocks to make the character perform actions. To use collision detection. To save and share work.

		<p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>	<p>Input</p> <p>Object</p> <p>Scale</p> <p>Program</p> <p>Properties</p> <p>Scale</p> <p>Sound</p> <p>Stop command</p> <p>When clicked</p> <p>When key</p>		
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Theme Key:															
	Coding and Computational thinking		Spreadsheets		Internet and Email		Art and Design		Music		Databases and graphing		Writing and Presenting		Communication and networks