

GUARDIAN ANGELS' RCPS

Computing Long Term Plan

	Learning Journey 1	Learning Journey 2	Learning Journey 3
Nursery	- Mouse and Trackpad Skills Hold a computer mouse with finger on the correct buttons. Use a mouse to make the cursor move around the computer screen. Click the correct mouse button to play games on the computer. - Drawing Skills Select colours when painting on the computer. Draw pictures on the computer to go with my work. Use a computer to draw with different widths of pens. Try the different tools that I can draw with on the computer. - Robots Talk about where I am moving a toy vehicle whilst I am moving it. Describe the route taken by a toy vehicle. Follow directions to make a route for a toy vehicle. Plan a route for a toy vehicle.	- Sounds Make music using a computer. - Photography Talk about what photos show. Take photos using a digital device. - Technology Around Us Talk about what technology is used at home.	- Hardware Understand why having clean hands is important when using shared devices. Understand why it is not sensible to eat and drink whilst using a technological device. Understand why I need to take care with electronic devices and their plugs and wires. - Safety and Privacy Explain how my work on the computer belongs to me and other people's work belongs to them. Explain what it means for something to be private. Talk about how my body feels when I am not comfortable with something. - Quizzes Understand what a quiz is. Complete a multiple-choice quiz. Complete a sequencing quiz.
	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World		
Reception	- Mouse and Trackpad Skills Use a mouse accurately to click and drag objects on the screen. Use the mouse roller to scroll up and down a page. Use a laptop touchpad	- Sounds Add sound effects to my work. Use a device to record myself speaking and play back the sounds. - Photography	- Hardware Take appropriate actions when I need to carry a device to a different location. Use devices with care. Identify the technology used around me. Identify the parts of a computer and what they are for.

	- Keyboard Skills Find all the letters of the alphabet on a keyboard. Put spaces between words in my typed work. Correct typed work without re-doing the work entirely using the delete keys. Type capital letters and lower case and know how to change between these. Type numbers using a keyboard. Move to the next line down when typing. Use the arrow keys to move around the screen. Use the different inputs of a computer keyboard. - Drawing Skills Use the undo button correctly. Use the erase button. Use a touchscreen device purposefully. Draw on a computer using a mouse. - Robots Follow my own plan for where the toy vehicle should move. Make a floor robot move. Control the forwards, backwards and rotation of a floor robot one step at a time. Program a 3-step route for a floor turtle.	Use the webcam in Mini Mash. Open photos in Purple Mash. Open photos that I have taken in Purple Mash. - Technology Around Us Talk about what technology is used outdoors. Talk about what technology is used in the world around me.	- Safety and Privacy Know who can help me when I am feeling worried. Show that I understand how to be kind to others. Choose activities in my free time that help me to be healthy. - Quizzes Type answers to quiz questions. Complete a cloze quiz. Complete a matching quiz. Complete a sorting and sequencing quiz. Complete quizzes on the computer. Play games that ask me questions
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Year 1	- Creative Computing Developing mouse skills and ICT skills using the creative 2DIY tools in Purple Mash. - Data Explorers Creating Grouping and sorting objects. Relating this to organising and interpreting data. Using pictorial data on Purple Mash. - Following Instructions Understanding simple algorithms through unplugged activities before moving to	- Animated Stories Creating and combining digital art and text to produce digital books using the 2Create a Story tool. - Coding Introducing block coding using 2Code.	- Technology Around Us Defining and understanding what technology is. Relating this to school, home, outside and to its use in the wider world. - Making Beats Introducing the concept of digital music.

	sequencing activities on digital devices.		
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Year 2	- Route Explorers Coding using 2Go. Writing simple instructions to move a screen turtle along routes. - The Internet Understanding what the internet is. - Creating Pictures Using a digital art tool to create art in different traditional art styles.	- Spreadsheets Introducing spreadsheets and the way they organise data using the 2Calculate tool. - Questioning Investigating data, how it is collected and how it can be presented.	- Coding Developing coding skills using 2Code. - Presenting Ideas Creating mind maps using 2Connect to organise and present ideas. - Making Music Composing digital melodies using 2Sequence.
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Year 3	- Email Communicating electronically using 2Email. Considering safety aspects of email communication. - Route Planners Using 2Go to create routes for screen turtles. Coding using angles of turn and repetition. - Branching Databases Creating branching databases (binary tree databases) using 2Question.	- Spreadsheets Working with data using spreadsheets in the 2Calculate tool. - Coding Developing coding skills using 2Code.	- Presenting Ideas Using industry standard software to create presentations. - Touch Typing Developing touch typing skills using 2Type. - micro:bit Coding using a micro:bit as an external device.

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Year 4	- Unpacking Hardware and Software Understanding technology and computer systems in relation to their hardware and software. - Animation Creating digital animations using the 2Animate tool. - Logo Learning the text-based Logo coding language to create patterns and shapes. Coding sequences, repetition, and procedures	- Sound Stories Adding narrative and sound effects to create audio books using 2Cast. - Effective Searching Exploring how to effectively search the internet. Exploring safety aspects of online information. - Coding Developing coding skills using 2Code.	- Making Music Using the Busy Beats tool to explore and compose music digitally. - Introduction to AI Understanding what artificial intelligence is, how it can help and the ethics around its use. - micro:bit Coding using a micro:bit as an external device.
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Year 5	- Quizzing Making effective quizzes using 2Quiz. Exploring types of questioning and effective presentation of a quiz. - Databases Using table-based databases for collecting, presenting, searching and analysing data. - Game Creator Designing and making a 3D maze adventure game using 2DIY3D.	- Spreadsheets Working with data using spreadsheets in the 2Calculate tool. - Coding Developing coding skills using 2Code. - Word Processing Using industry standard software to create documents.	- Concept Maps Using and creating concept maps using 2Connect. - Coding External Device Using the Purple Chip app on a tablet or phone device alongside Purple Mash. - micro:bit Coding using a micro:bit as an external device
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Year 6	- Graphing Understanding the benefits of creating common graph types digitally. Using appropriate features to present data in the best possible way. - Blogging Understanding how blogs and their features can effectively engage an audience. - Data Detectives Using the Data Detectives tool to work with large datasets to analyse complex data and answer questions. - Networks - Learning what networks do and how they connect devices. Considering safety aspects of networks and collaboration.	- Coding Developing coding skills using 2Code. - Introduction to Python Introducing text-based Python coding using the Python in Pieces platform. Python in Pieces translates between block-code and Python. - Spreadsheets Using industry standard software to work with spreadsheets.	- 3D Modelling Exploring computer aided design in 3D using the 2Design and Make tool. - Binary Understanding binary as a number system and its purpose and application in computing. - micro:bit Coding using a micro:bit as an external device
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