

Woodcocks Well C of E Long Term Computing Plan

Year A - 2017 -2018

Year B - 2018 - 2019

Year A	Autumn	Spring	Summer
Acorns			
Olive	Year 1 Dinosaurs <i>Use technology to purposefully create, organise and manipulate digital content.</i>	Year 1 Traditional Tales <i>Understand what algorithms are.</i>	Year 1 Computers in everyday life <i>Recognise common uses of information technology beyond school.</i>
Willow	Year 2 Habitats <i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i>	Year 2 Fairy tales <i>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</i> <i>Create and debug simple programs</i>	Year 3 Robots <i>Debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i> <i>Use sequence and repetition in programs</i> <i>Use logical reasoning to predict the behaviour of simple programs.</i>
Maple	Year 4 Myths and Legends <i>Use technologies effectively and be discerning in evaluating digital content.</i>	Year 4 Dragons <i>Write and debug programs that's accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i> <i>Use sequence, selection and repetition in programs; work with variables.</i> <i>Use logical reasoning to explain how simple algorithms work and to detect and correct errors in algorithms and programs.</i>	Year 4 Norman Bayeux Tapestry <i>Select, use and combine a variety of software (including internet services) to create a range of content that accomplishes given goals, including collecting and presenting data and information.</i>
Oak	Year 5 China and India <i>Use search technologies effectively and be discerning in evaluating digital content.</i> <i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</i>	Year 5 The Railway Children <i>Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for the communication and collaboration.</i> <i>Use technology safely, respectfully and responsibly.</i>	Year 6 Final Project Incorporates all year 6 objectives.

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Olive	<p>Year 1 Handa's Surprise <i>Use technology purposefully to create, organise and manipulate digital content.</i></p>	<p>Year 1 Oliver's Vegetables <i>Understand what algorithms are; how they are implemented on digital devices; and that programs execute by following precise and unambiguous instructions.</i> <i>Create and debug simple programs</i> <i>Use logical reasoning to predict the behaviour of simple programs.</i></p>	<p>Year 1 Zoos <i>Recognise common uses of information technology beyond school.</i></p>
Willow	<p>Year 2 Chocolate <i>Select, use and combine a variety of software to design and create a range of content that accomplishes given goals, including collecting and presenting data and information.</i></p>	<p>Year 2 Aliens <i>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i> <i>Use sequence and repetition in programs.</i> <i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</i></p>	<p>Year 3 Roald Dahl <i>Understand computer networks including the internet; how they can provide multiple services, such as the worldwide; and the opportunities they offer for communication and collaboration.</i> <i>Use technology safely, respectfully and responsibly.</i></p>
Maple	<p>Year 4 Shackleton and The South Pole <i>Use search technologies effectively and be discerning in evaluating digital content.</i> <i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</i></p>	<p>Year 5 Greek Mythology <i>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i> <i>Use sequence and repetition in programs.</i> <i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</i></p>	<p>Year 4 Michael Morpurgo <i>Select, use and combine a variety of software (including internet service) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, evaluating and presenting data and information.</i></p>
Oak	<p>Year 5 Evacuees <i>Use search technologies effectively and be discerning in evaluating digital content.</i> <i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</i></p>	<p>Year 5 Great Journeys <i>Understand computer networks including the internet; how they can provide multiple services, such as the worldwide; and the opportunities they offer for communication and collaboration.</i> <i>Use technology safely, respectfully and responsibly.</i></p>	<p>Year 6 The Victorians <i>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i> <i>Use sequence and repetition in programs.</i> <i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</i></p>

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