Computing Key learning

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS						
2-year cycle	**Cycle A** **Autumn**	**Spring**	**Summer**	**Cycle B** **Autumn**	**Spring**	**Summer**
Main theme	**The Great Fire of London**	**Sensational Stockport**	**Going on Safari**	**Down in the Deep Dark woods**	**Amazing Adventurers**	**A taste of India**
Y1 & 2 mixed age	To learn how to log in and out safely, and how to navigate the key areas of Purple Mash correctly. To know how to open, save and share work, and begin to add pictures and text to work. To follow and create simple instructions successfully on the computer. To consider how the order of instructions or incomplete instructions can affect the result. To gain a better understanding of searching on Purple Mash and the	To sort items using a range of criteria, both practically and on Purple Mash. To find and record examples of how technology is used inside and outside of school. Have a basic understanding of how technology has changed over time, and can help makes people's lives easier. To learn the functions of the 2Paint a Picture tool. To know about and create different styles of	To understand what instructions are and predict what might happen when they are followed, both practically and on Purple Mash. To understand what objects, actions and events are, and begin to understand how code executes when a program is run. To use code successfully to plan and make a computer program. To explore and explain how a story can be presented in different ways.	To learn how to log in and out safely, and how to navigate the key areas of Purple Mash correctly. To know how to open, save and share work, and begin to add pictures and text to work. To understand the functionality of the direction keys and use the keys as part of an algorithm. To understand how to create and debug a set of instructions (algorithm). To learn about data handling tools by using	To use 2Create a Story to create an e-book and share on a class display board. To add sound, animation and backgrounds to their e-books. To understand how we should communicate with others in an online situation, and the steps we should take to keep our information secure. To use 2Respond to safely connect and communicate with others, and understand that information put	To understand that data can be represented in picture format. To contribute to a class pictogram and use a pictogram to record the results of an experiment. To understand what an algorithm is and that they follow a sequence. To create and debug simple programs, and understand that different objects have different properties. To understand the sorts of tasks that a spreadsheet program

	dangers linked with searching on the internet. To understand the terminology associated with searching, and use it to help someone search for information on the internet.	Art based on different artists (Monet, Mondrian, Morris). To explore and create artwork based on surrealism and eCollage	To make a quiz about a story or class topic. To make a fact file.	2Question to answer questions and give information. To use yes/no questions to separate information, and apply it when constructing a binary tree to identify items.	online leaves a digital footprint. To explore, make and edit music digitally using 2Sequence. To create tunes which depict feelings and upload a sound into the Sounds section.	could be used for, and be able to enter data into spreadsheet cells. To use 2Calculate image tools, totalling tools and equal tools to collect data and produce a graph.
Main theme	Eureka	Globetrotters	Tomb raiders	Stones n bones	Extreme Earth	As Mad as a hatter
Y3 & 4 mixed age	To understand what a flowchart, timer, nest and repeat command is, and how they are using in computer programming. To create and design an interactive scene, using appropriate coding skills. To learn methods of keeping a password safe, and understand the importance of this. To become more aware of websites and the Internet, including age restrictions,	To understand the correct way to sit at a keyboard, how to use the home/top/bottom row keys and practice typing with both hands. To know about different methods of communication. To know how to use email safely. To open/respond to an email and know how to add an attachment to an email.	To explore, analyse and evaluate a simulation. To enter data into a graph and answer questions. To solve an investigation and present the results in a graph. To know how to add slides, media, shapes and lines to presentations. To understand the purpose of the Slides tool and how to format text appropriately.	To know how to use coordinates, selection, number variables and 'repeat until' commands in computer programming. To understand how an IF/ELSE statement works. To create a playable game. To understand how to protect ourselves against identity theft, and identify the risks/benefits	To explore how font size and style can affect the impact of text. To use a simulated scenario to produce a news report. To learn the structure of the coding language and to input simple instructions in Logo. To use and build procedures in Logo, including the Repeat function to create shapes.	To discuss what makes a good animated film/cartoon, and learn how animations are created by hand and by using a computer. To know about onion skinning, changing backgrounds and adding sounds on 2Animate, then share an animation on a class display board. To understand and recall the different parts that make up a computer.

	wider audience and the truth of content online. To use 2Calculate to explore number, collect data, produce graphs and learn about cell references. To use formula wizard and the formula bar to write formulae.	To sort objects using yes or no questions, both practically and on Purple Mash. To complete using 2Question and then create a branching database.	To use the skills learnt to design and create an engaging presentation.	of installing and downloading software. To understand what plagiarism is and to consider the consequences of plagiarism. To identify the positive and negative influences of technology, including game time and screen time.	To search effectively and locate information on the search results page. To discuss and assess whether an information source is true and reliable.	To identify and discuss the main elements of music To understand and experiment with rhythm and tempo. To electronically compose a piece of music.
Main theme	**Behind enemy lines**	**What a wonderful world**	**Rotten Romans**	**Vikings and Anglo Saxons**	**Time travellers**	**A better tomorrow**
Y5 & 6 mixed age	To simplify code, use different variables and program a simulation using 2Code. To understand how functions work in code, and create a playable game. To gain a greater understanding of online behaviour and sharing digital content, including altering images and appropriate text.	To learn how to search for information in a database. To contribute to a class database, and create a database around a chosen topic. To plan, design and create a game. To share the game, and then self and peer evaluate.	The understand the need for visual representation when generating ideas, and the use concept maps have for this. To understand and use the correct vocabulary when creating a concept map. To create a collaborative concept map and present this to an audience.	To plan and use selection and variables, and design a playable game with a timer a score. To use flowcharts to create and debug code. To understand how 2Code can be used to make a text-adventure games, and how user input can be used in a program.	To identify the purpose and features of a successful blog, then plan and write a blog. To understand how and why blog posts need to be approved, and the importance of commenting on existing blogs. To use 2Connect to plan a story adventure, then make a story-based	To learn how to use the question types within 2Quiz and then create a picture-based quiz for younger children. To make a 2Quiz that requires the player to search a database. To make a survey and analyse the responses. To know what a spreadsheet looks like, how to enter data and to

To know how to reference sources in their work and consider the reliability of different sources. To use formulae within a spreadsheet to convert measurements of length and distance. To use a spreadsheet to investigate probability and model a real-life problem.	To use 2Design and Make to explore the skills of computer aided design, including the effects of moving points. To design, refine and print a 3D model that fits a certain criteria.	To know what a word processing tool is for, and how to change the look of text within a document. To add features to a document to enhance its look and usability, such as images and text. To use templates and tables to present information.	To identify the benefits and risks of mobile devices, including location sharing and the importance of balancing screen time with other parts of their lives. To have a clear idea of appropriate behaviour online. To identify the benefits and risks of giving personal information and knowing how sites are secure by looking for privacy seals of approval.	adventure using 2Create a Story. To read, understand, debug and improve code for a text adventure game. To learn about what the Internet consists of and how the Internet is accessed in school. To research about the age of the Internet and to think about what the future might hold.	apply spreadsheet skills to solve problems. To begin to use some basic data formulae for percentages, averages and min and max numbers. To demonstrate how the use of spreadsheets can save time and effort when performing calculations, and how they can make complex data clear.