

# Computing Yearly Overview 2020-21

	Autumn	Spring	Summer
<b>Year R</b>	<p>Children will be taught and supported with using the technology in the school i.e. I-pads, interactive white boards, computers, microscope and Bee Bots.</p> <ul style="list-style-type: none"> <li>• Understand that a programmable toy moves by pressing buttons and inputting commands</li> <li>• Program a Bee Bot to follow a route</li> <li>• Use half turns</li> <li>• Clear instructions</li> </ul>	<ul style="list-style-type: none"> <li>• To learn how to log on to the computer</li> <li>• Use the keyboard to type name and words</li> <li>• Navigate through programs and close programs</li> <li>• Make changes to an image using an art program</li> <li>• Use a fill tool, change colours, add details</li> </ul>	<ul style="list-style-type: none"> <li>• Continue to log on independently</li> <li>• Take pictures outside and of our friends</li> <li>• Change images using the screen capture tool</li> <li>• Add images to selected background</li> <li>• Using the internet to find facts</li> </ul>
<b>Year 1</b>	<p><u>We are treasure hunters</u></p> <p>Using programmable toys This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• understand that a programmable toy can be controlled by inputting a sequence of instructions</li> <li>• develop and record sequences of instructions as an algorithm</li> <li>• program the toy to follow their algorithm</li> <li>• debug their programs</li> <li>• predict how their programs will work.</li> <li>•</li> </ul>	<p><u>We are painters:</u></p> <p>Illustrating an e-book This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• use the web safely to find ideas for an illustration</li> <li>• select and use appropriate painting tools to create and change images on the computer</li> <li>• understand how this use of computing differs from using paint and paper</li> <li>• create an illustration for a particular purpose</li> <li>• know how to save, retrieve and change their work</li> <li>• reflect on their work and act on feedback received.</li> <li>• Understand how an e-book differs from a paper-based book</li> </ul>	<p><u>We are story tellers:</u></p> <p>Producing an audio book This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• develop collaboration skills as they work together in a group</li> <li>• understand how a digital audio book differs from a paper-based book</li> <li>• talk about and reflect on their use of i-Pads to gather sounds</li> <li>• share their work with an audience</li> <li>•</li> </ul>

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<p><b>Year 2</b></p>	<p><u>We are photographers:</u></p> <p>Taking better photos This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• consider the technical and artistic merits of photographs</li> <li>• use a digital camera or camera app</li> <li>• take digital photographs</li> <li>• review and reject or pick the images they take</li> <li>• edit and enhance their photographs</li> <li>• select their best images to include in a shared portfolio.</li> </ul> <p><u>We are rescuers:</u></p> <p>Programming on screen This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• have a clear understanding of algorithms as sequences of instructions</li> <li>• convert simple algorithms to programs</li> <li>• predict what a simple program will do spot and fix (debug) errors in their programs.</li> </ul>	<p><u>We are games testers:</u></p> <p>Exploring how computer games work This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• describe carefully what happens in computer games</li> <li>• use logical reasoning to make predictions of what a program will do</li> <li>• test these predictions</li> <li>• think critically about computer games and their use</li> </ul> <p>be aware of how to use games safely and in balance with other activities.</p> <p><u>We are researchers:</u></p> <p>Researching a topic This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• develop collaboration skills through working as part of a group</li> <li>• develop research skills through searching for information on the internet</li> <li>• improve note-taking skills through the use of mind mapping</li> </ul>	<p><u>We are zoologists:</u></p> <p>Collecting data about bugs This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• sort and classify a group of items by answering questions</li> <li>• collect data using tick charts or tally charts</li> <li>• use simple charting software to produce pictograms and other basic charts</li> <li>• take, edit and enhance photographs</li> <li>• record information on a digital map</li> <li>• develop presentation skills through creating and delivering a short multimedia presentation.</li> </ul> <p><u>We are Detectives</u></p> <p>This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• Understand that e-mail can be used to communicate.</li> <li>• Develop skills in opening composing and sending e-mails</li> <li>• Gain skills in opening and listening to audio files on the computer</li> <li>• Use appropriate language in e-mails</li> <li>• Develop skills in editing and formatting text in e-mails</li> <li>• Be aware of e-safety issues when using e-mails</li> </ul>
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