

Fowey Primary School: Computing



Term: Autumn 1

EYFS	Year 1/2	Year 3	Year 4	Year 5	Year 6
No specific computing content in Autumn 1	Online safety Intent: To login to a computer independently and create an avatar. Sequence of lessons: - Can I login to a computer? - Can I create an avatar on Purple Mash? - Can I understand about safe logins? - Can I search online effectively and safely?	Online Safety and Coding: Intent: To understand how alternative planning allows us to build ideas and how coding can effect changes that happen. Sequence of lessons: - Can I understand what makes a safe password and how the internet can be used to help us communicate effectively? - Can I consider the reliability of the internet and consider spoof websites? - Can I understand what a flowchart is and how flowcharts are used in computer programming. - Can I understand that there are different types of timers and select the right type for purpose. - Can I understand how to use the repeat command? - Can I design and create an interactive scene?	Coding Intent: To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs, work with variables and various forms of input and output. Sequence of lessons: - Can I create a simple computer program? - Can I understand selection in computer programming? - Can I use co-ordinates in computer programming? - Can I use the 'Repeat until' command? - Can I use a number variable? - Can I create a playable game?	Coding Intent: To understand how alternative planning allows us to build ideas and how coding can effect changes that happen. Sequence of lessons: - Can I review and simplify code to make a playable game? - Can I understand what a simulation is and program one? - Can I explain what decomposition and abstraction are in Computer Science? - Can I understand what a function is? - Can I understand what the different variable types are and how they are used differently? - Can I begin to explore text variables when coding?	Online Safety Intent: To understand how alternative planning allows us to build ideas and how coding can effect changes that happen. Sequence of lessons: - To identify benefits and risks of mobile devices. - To identify secure sites and risks of giving personal information. - To review the meaning of a digital footprint and have a clear idea of appropriate online behaviour. - To understand the importance of balancing game and screen time. - To identify the positive and negative influences of technology on health and the environment.
	Key Vocabulary: Objects, sort, database, avatar, login	Key Vocabulary: Safe, timer, repeat flowchart, programming	Key Vocabulary: Action, alert, algorithm, background, button, code blocks, command, debugging, design, execute	Key Vocabulary: algorithms, debug, decomposing, execute, program, sequence, simulating, variables,	Key Vocabulary: online safety, risks, footprint, screen time, technology, secure sights.
	Impact Children can log in and understand how to stay safe when using Purple Mash and performing an online search.	Impact: Children understand why a flowchart is useful when designing and how to repeat when programming, along with knowing the difference between 'timer after' and 'timer every'.	Impact: Children can create a playable game using Purple Mash software.	Impact: Children can programme their own simulations and use text variables when coding.	Impact Children have a secure understanding of how to keep themselves safe online. They can identify the positives and negatives of online activity.