

Fowey Primary School: Computing



Term: Autumn 2

EYFS	Year 1/2	Year 3	Year 4	Year 5	Year 6
Technology around us Develop digital literacy skills by being able to access, understand and interact with a range of technologies	Grouping and Sorting and exploring Purple Mash Intent: To understand ways to group and sort shapes. Sequence of lessons 1. Sorting away from the computer. 2. Sorting on the computer 3. To explore own work area in Purple Mash 4. To use Purple Mash tools.	Touch Typing Intent: To introduce typing terminology, understand the correct way to sit at the keyboard and learn how to use the home, top and bottom row keys. To practise typing with both the left and right hand. Sequence of lessons: 1. Can I understand what is meant by the home, bottom, and top rows and touch type? 2. Can I use two hands to type the letters on a keyboard? 3. Can I touch type with my left hand? 4. Can I touch type with my right hand? 5. Can I competently use touch type with two hands and all parts of the keyboard?	Online Safety Intent: To give children the knowledge of how to stay safe online. Sequence of lessons: 1. To understand they have a digital footprint and that they need protect themselves from identity theft. 2. To identify the risks and benefits of installing software including apps. 3. To understand the meaning of 'plagiarism.' 4. To identify the positive and negative impacts on screen-time on health and the environment.	Online Safety Intent: Children know their responsibilities online and how to support others. They can make a judgement on the reliability of a website and know how to protect their privacy. Sequence of lessons: 1. Can I understand my responsibilities online and how to support others? 2. Can I understand how to protect my privacy online? 3. Can I understand how to cite sources in my writing? 4. Can I ensuring reliability through using different methods of communication?	Coding Intent: Children to design and make a more complex program. Sequence of lessons: 1. To design a playable game with a timer and a score. 2. To understand how functions are created and called. 3. To use flowcharts to test and debug a program. 4. To understand how user input can be used in a program. 5. To understand how 2Code can be used to make a text-based adventure game.
	Key Vocabulary: Purple Mash work, group, sort, database,	Key Vocabulary: Posture, Home keys, space bar, touch type.	Key Vocabulary: plagiarism, watermark, citation, copywrite, collaborate, data analysis, collaborative database.	Key Vocabulary: citation, copyright, identity theft, malware, communication, encrypt, password, personal information, phishing.	Key Vocabulary: design, playable, game, functions, flowcharts, debug, program, Algorithm, command, sequence
	Impact Children can use a database to sort shapes.	Impact: Children can type on a keyboard using touch type with both hands.	Impact: Children will be able to make safe choices online and explain how they are being safe.	Impact: Children know how to ensure they are staying safe online.	Impact Children can create a playable text based game using a programme.