

Fowey Primary School: Computing



Summer 1

EYFS	Year 1/2	Year 3	Year 4	Year 5	Year 6
Begin to list different IT in their homes	1.7 Coding Intent Children will learn what instructions are and how these relate to code. They begin to understand what objects, actions and events are and use this knowledge to create a simple program.	3.6 Branching Database Intent: Children will organise data using binary questioning, creating their own branching database.	Unit 4.5: Logo Intent: Children will learn the language and structure of Logo. They will enter instructions to solve a problem and create procedures. Unit 4.6: Animation Intent: Children will learn what animations are and how they can be created. They will create animations based on ideas from 'stop motion' films.	5.5 Games Creator Intent: Children will plan out a 3D game and consider the features that make it effective.	6.4 Blogging Intent: Children will identify the purpose and features of writing a blog and plan a blog of their own. They will learn how to contribute to existing blogs. 6.5 Text adventures Intent: Children will learn what a text adventure is. They will analyse an existing text adventure through coding comprehension exercises and move onto debugging and improving it.
	Sequence of lessons 1. Can I understand what instructions are and predict what will happen when instructions are followed? Can I understand that computer programs work by following instructions called code? 2. Can I use code to make a computer program and understand what objects and actions are? 3. Can I understand what an event is and use an event to control an object? 4. Can I understand how code executes when a program is run? 5. Can I understand what backgrounds and objects are? 6. Can I plan and make a computer program?	Sequence of lessons 1. Can I sort objects using just YES/NO questions? 2. Can I complete a branching database using 2Questions? 3. Can I create a branching database using 'rocks' knowledge from Science? 4. Can I create my own branching database? 5. Can I create my own branching database?	Sequence of lessons Logo 1. Can I input simple instructions on 2Logo? 2. Can I use 2Logo to create letter shapes? 3. Can I use the repeat command in 2Logo to create shapes? 4. Can I use and build procedures in 2Logo? Animations 1. Can I learn how animations can be create by hand and using technology? 2. Can I learn about 'onion skinning', adding backgrounds and sound in animations? 3. Can I introduce 'Stop motion' in animations?	Sequence of lessons: 1. Can I review a 3D game and begin the process of designing my own game? 2. Can I design a game environment? 3. Can I design the game quest to make it playable? 4. Can I complete and share a 3D computer generated game? 5. Can I edit and peer evaluate games?	Sequence of lessons: Blogging 1. Can I identify the purpose and features of writing a blog? 2. Can I plan the theme and content for a blog? 3. Can I create a blog or blog post with a specific purpose? 4. Can I understand the importance of commenting on blogs? Text adventures 1. Can I describe what a text-based adventure game is? 2. Can I use 2Connect plans for a story adventure to make the adventure using 2Create a story? 3. Can I read and understand a given code for a text adventure game? 4. Can I debug a text adventure game?
	Key vocabulary Action, algorithm, background, code, command, debug, event, execute, input, instructions, object, output, properties, run, scale, scene, sound, 'When clicked'. Impact Children can plan and make a simple computer program and begin to understand key coding terminology.	Key vocabulary: Binary tree, branching database, data, database, debugging Impact: Children can sort objects using YES/NO questions and create their own branching database.	Key vocabulary: Grid, logo, pen commands, procedure, prediction, repeat, run speed, SETPC, SETPS Animation, onion skinning, FPS, frame, pause, stop motion Impact: Children can use Logo to create their own procedures by giving instructions. Children know how to create their own simple animations.	Key vocabulary Animation, texture, perspective, playability, computer game, screenshot, customise, interactive, evaluation. Impact: Children can create their own 3D quest computer game.	Key vocabulary approval, archive, blog, vlog, collaborate, commenting, blog post. Text based adventure, sprite, selection, flow of control, step through. Impact: Children can write a blog post and comment on others. Children can create a text based adventure game including all its features.