

Shipleigh CE Primary Computing Curriculum 2020-21

Unit	Autumn 2020	Spring 2021	Summer 2021
Oaks YR/1	<p>Basic skills Holding the mouse. Click & double click. Click and drag Going back. Close a window Double click to start an activity Double click the Key icon to log off</p> <p>Y1 Log on: class username/password Poisson Rouge website activities Keyboard skills Keyseeker</p> <p>Tizzy's First Tools – Paint Mark making in a painting program. Colours, stamps, lines. Type name. Save by typing name and filename</p>	<p>YR Log on with class username/password</p> <p>Pictures, words and saving with Tizzy's First Tools - Paint</p> <p>Tizzy's First Tools - Write Choose pictures from picture bank. Resize, rotate. Type name and sentence. Save work</p> <p>Code & control Oral instructions on floor grid. F/B/Turn Tizzy's First Tools - Move level 1 and 2</p>	<p>Sorting and classifying Sort and group objects. Tizzy's First Tools – Chart Level 1 Select and sort objects. Fuzzbugs – counting, sorting and comparing. Research - Infant Encyclopaedia.</p> <p>Safe on the Internet Your work belongs to you – put your name on it. Ask before using the computer or tablet. Tell someone if anything worries you. Jessie & Friends from Think U Know</p>
Oaks Y2	<p>Y2 Log in with own username Keyboard skills – Keyseeker (weekly) then Doorway Online Typing when ready.</p> <p>Safe on the Internet Chicken Clicking story. People you talk to online might not be who they say they are. What is personal information? Tell someone if you are worried. Be kind online just like in real life. Draw pictures and type sentences with Tizzy's First Tools</p>	<p>Give instructions Oral instructions on floor grid. Fd/Bk/R/L90° Tizzy Move L1/2 (3 optional)</p> <p>Graphics – Microsoft Paint Develop images in a paint program using various features. Save work in own Documents folder.</p>	<p>Data handling Fuzzbugs Data handling games: Comparing amounts – difference, x more than, y fewer than. Pictograms & tallies. Tizzy branching database</p> <p>Scratch & programming Scratch introduction - sprites and stage; Scratch – tell a story Repeat – unplugged activities Selection (If-Then) – cubes game unplugged</p>
Ash Y3/Y4	<p>Keyboard skills Doorway online typing tutor – weekly 5min practice</p> <p>Google Classroom Introduction How to navigate, communicate, use Google docs and slides. Turning in work.</p> <p>Safe on the Internet What is personal information? Why keep it private. Who can you share it with? Kim and Lee video SID video. Who owns what - copyright Age requirements for social media</p>	<p>Graphics Artists Create pictures in a paint program using copy/paste. Keyboard shortcuts. Greetings cards in Publisher. Select and change font style, size colour</p> <p>Scratch & programming Revise sprites and stage. Algorithms. Moving sprites using repeat and forever blocks Colour game using If-Then/Touching colour blocks Point in direction; move +/- combined with arrow keys. Coordinates in four quadrants</p>	<p>Travel agents Research: copy/snip/paste images. Type text in Word. Switch between multiple windows. Save/locate/open files. Interpret bar charts. Vector graphics using PowerPoint. Digital stop frame animation using Pivotstick Figure Animator.</p> <p>Database: Minibeasts Make class database in Junior Viewpoint. Search and sort. Make charts.</p>
Sycamores Y5/6	<p>Keyboard skills Doorway online typing tutor – weekly 5min practice</p> <p>Google Classroom Introduction How to navigate, communicate, use Google docs and slides. Turning in work.</p> <p>Safe on the Internet Password strength & security Age rules on websites and apps. Social networks - who can see what you share? What the law says about online behaviour. Mobile phone safety</p>	<p>How it works What's inside a computer? Webpages, websites, web coding. Hyperlinks, URLs and browsers. How search engines index the web. The Internet: an interconnected network How data travels: Servers, cables and Routers.</p> <p>Scratch & programming Variables: Kitchen timer and Clock Boolean operators: Join, Equals. Times tables quiz Random number tables quiz. Turn right and left various angles. Repeat to draw shapes.</p>	<p>Spreadsheets activities Cell references. Enter formulae including Sum. Format cells. Fill down. Fill series Develop own formulae. Charts.</p>