

Spring Meadow Computing Long Term Overview



Year 1			
Autumn 1	Computing systems and networks	Autumn 2	Programming 1
	Improving mouse skills (5 lessons) Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art		Algorithms unplugged (5 lessons) Algorithms, decomposition and debugging are made relatable to familiar contexts, following directions, learning why instructions need to be specific.
Spring 1	Skills showcase	Spring 2	Programming 2
	Rocket to the moon (5 lessons) Developing keyboard and mouse skills through designing, building and testing. Creating a digital list of materials, using drawing software and recording data.		Programming Bee-Bots (5 lessons) (Option 1: Bee-Bot) (Option 2: Virtual Bee-Bot) Introducing programming through the use of a Bee-Bot and exploring its functions.
Summer 1	Creating media	Summer 2	Data handling
	Digital imagery (5 lessons) (Option 1: Google) (Option 2: Microsoft Office 365) Taking and editing photos, searching for and adding images to a project.		Introduction to data (5 lessons) Learning what data is and the different ways it can be represented. Learning why data is useful and the ways it can be gathered and recorded.
Online safety	Online safety		
	Online safety Y1 (4 lessons) Learning how to stay safe online and how to manage feelings and emotions when someone or something has upset us.		



Year 2

Autumn 1	<p>Computing systems and networks</p> <p>What is a computer? (5 lessons) Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world to design their own computerised invention.</p>	Autumn 2	<p>Programming 1</p> <p>Algorithms and debugging (5 lessons) Developing an understanding of; what algorithms are, how to program them and how they can be developed to be more efficient, introduction of loops.</p>
Spring 1	<p>Computing systems and networks</p> <p>Word processing (5 lessons) (Option 1: Google) (Option 2: Microsoft Office 365) Developing touch typing skills, learning keyboard shortcuts and simple editing tools.</p>	Spring 2	<p>Programming 2</p> <p>ScratchJr (5 lessons) Exploring what 'blocks' do' by carrying out an informative cycle of predict > test > review. Programming a familiar story and make a musical instrument.</p>
Summer 1	<p>Creating media</p> <p>Stop Motion (5 lessons) (Option 1: Using tablet devices), (Option 2: Devices with cameras) or (Option 3: Devices without cameras) Learning how to create simple animations from storyboarding creative ideas.</p>	Summer 2	<p>Data handling</p> <p>International Space Station (5 lessons) Learning how data is collected, used and displayed and the scientific learning of the conditions needed for plants and humans, to survive.</p>
Online safety	<p>Online safety</p> <p>Online safety Y2 (5 lessons) Learning: how to keep information safe and private online; who we should ask before sharing things online and how to give, or deny permission online.</p>		