

Lower KS2 Medium Term Computing Plan



Block	Year 3	Year 4
1 Explore	<p>Computing: Children will again use the bee-bot or probot. They will create Junk mazes and then use the bee-bot to be programed to complete the mazes.</p>	<p>Computing: Basic hardware, students will be introduced to the idea that computers can be connected together and input and output hardware can be attached to them</p>
	<p>E Safety: To understand that a password keeps information private and secure. Understand the importance of user names and passwords being kept confidential</p>	<p>E Safety: Know why user names and passwords should be kept confidential. Understand how the learning platform or other online service allows access to certain rights and areas when a log in is applied.</p>
2 Control	<p>Computing: Programs execute by following precise and unambiguous instructions. Debug programs.</p>	<p>Computing: Gather data by using sensors and other inputs and outputs.</p>
	<p>E Safety: Understand that messages need to be polite. Know what to do if they receive an abusive or bullying e mail. Know about netiquette and texting/e mail conventions and abbreviations</p>	<p>E Safety: Know that messages need to be polite. Extend knowledge about netiquette and texting/e mail conventions and abbreviations.</p>
3 Communicate	<p>Computing: Children create and fill shapes and layer those shapes within a digital canvas to create complex images using the work of different artists as a stimulus.</p>	<p>Computing: Use a range of technology to make digital artefacts, sound, images and video.</p>
	<p>E Safety: Begin to use a range of online communication tools to exchange and develop ideas. Be able to compose an e mail message and send as a class.</p>	<p>E Safety: Know that you should only befriend people you can trust. Know they should only share certain information on line as this can be used for manipulation or persuasion. Publish work to a wider audience.</p>

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4 Share	Computing: Use a range of audio programs to record and manipulate voice and other sounds.	Computing: Create digital content to achieve a given goal through combining software packages and internet services to communicate with a wider audience e.g. blogging.
	E Safety: Begin to appreciate copyright - that clipart or digital images created at school do not need acknowledgement. Publish work to a chosen audience.	E Safety: Know that if images from the internet are used, they need to be acknowledged to avoid copyright infringement.
5 Search	Computing: Use searches to sort through information.	Computing: Collect, organise and present digital content.
	E Safety: Use the internet to undertake independent purposeful research.	E Safety: Be confident at using a range of child friendly internet search engines and what to do if they encounter information they are uncomfortable about or know to be inappropriate.
6 Game	Computing: Use logical reasoning to predict outcomes in for example a game or simulation.	Computing: Use variables and repeats to create a program such as a game.
	E Safety: Have a greater understanding of age appropriateness of games and simulations.	E Safety: Understand and abide by the school's acceptable use policy.