



Fritwell C of E Primary School **Whole School Long Term Computing Plan 2017-18**

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	E-Safety	Understanding Algorithms i) <i>Roleplay, Beebots (real and virtual on iPad)</i>	Create and debug programs i) <i>Roleplay, Beebots (real and virtual on iPad)</i>	Predict behaviour of programs i) <i>Roleplay, Beebots (real and virtual on iPad)</i>	Film-making, coding and animation projects linked to topic work <i>iMovie, simple stop-frame</i>	
Year 2/3	E-Safety	Understanding Algorithms ii) <i>Roleplay, Turtle Logo & Sketch Nation (iPad)</i>	Create and debug programs ii) <i>Roleplay, Turtle Logo & Sketch Nation (iPad)</i>	Predict behaviour of programs ii) <i>Roleplay, Turtle Logo & Sketch Nation (iPad)</i>	Film-making, coding and animation projects linked to topic work <i>iMovie, coding in Logo</i>	
Year 4	E-Safety	Design, write and debug programs i) <i>Scratch</i>	Use sequence , selection and repetition in programs ii) <i>Scratch</i>	Detect and correct errors in algorithms and programs i) <i>Scratch</i>	Film-making, coding and animation projects linked to topic work <i>iMovie, coding in Scratch</i>	
	What is a network?					
Year 5	E-Safety	Design, write and debug programs ii) <i>Hour of code / Scratch</i>	Use sequence , selection and repetition in programs ii) <i>Hour of code / Scratch</i>	Detect and correct errors in algorithms and programs ii) <i>Hour of code / Scratch</i>	Film-making, coding and animation projects linked to topic work <i>iMovie, coding in Scratch</i>	
	Effective use of search technologies					
Year 6	E-Safety	Design, write and debug programs iii) <i>Hour of code / Scratch / revisit Logo</i>	Use sequence , selection and repetition in programs ii) <i>Hour of code / Scratch /</i>	Detect and correct errors in algorithms and programs iii) <i>Hour of code / Scratch / revisit Logo</i>	Film-making, coding and animation projects linked to topic work <i>iMovie, coding in Scratch/ Logo</i>	
	Revise networks and search tech					

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			<i>revisit Logo</i>		
Throughout KS1 pupils will: <ul style="list-style-type: none">• use technology to create, organise, store, manipulate and retrieve digital content (<i>iMovie, Tellagami, Book Creator</i>)• recognise common uses of information technology beyond school					
Throughout K2 pupils will: design and create a range of programs, systems and content that accomplish given goals (<i>iMovie, Tellagami, Book Creator, MS Office, Publisher</i>)					