Computing

Y1

Introduction to Purple Mash

Lesson 1

CORE

- I can login to Purple Mash.
- I can create an avatar image of myself on Purple Mash Avatar.

Lesson 2

CORE

- I can open 2Dos.
- I can save 2Dos.
- I can hand in 2Dos.

Lesson 3

CORE

- I can open a Paint Project from the Tools area.
- I can save and find my work in the My Work area.

Online Safety - 2BeSafe

CORE

Add your text here

Data Explorers

Lesson 1

CORE

I can group items in different ways.

I can explain how I have grouped them.

Lesson 2

CORE

I can group items in different ways using the computer.

I can use the criteria to decide how to put an item into a group. Preparation

Lesson 3

CORE

I can use criteria to decide how to sort items.

I can sort items in different ways using the computer.

Lesson 4

CORE

I can explore how grouping and sorting items allows collection of data.

I understand how collecting data can help to answer questions.

Lesson 5

CORE

I can create a pictogram using data from the class.

I can answer questions by looking at a pictogram.

Lesson 6

CORE

I can collect data from an experiment.

I can create a pictogram to show the data.

Creative Computing

Lesson 1

CORE

I can choose the colours and tools to use to create a picture on the computer.

I can control the computer mouse, or my finger presses to achieve the effects that I want.

Lesson 2

CORE

I can use drag and drop on my device.

I can create a jigsaw using the 2DIY tool.

Lesson 3

CORE

I can open a Paint Project from the Tools area.

WORKING DEEPER

I can save and find my work in the My Work area.

Lesson 4

CORE

I can plan a game using images that I have created myself.

I can make a placing game using my own images.

Computing

Y2

Route Explorers

Lesson 1

CORE

I can use the direction keys in 2Go to move forwards, backwards, left and right.

I can combine the use of the keys to make a character move along a chosen route.

Lesson 2

CORE

I can work out how far a character needs to move in 2Go.

I can combine the use of the direction keys and distances to make a character move along a chosen route.

Lesson 3

CORE

I can think about more than one step at a time when I am planning a route in 2Go.

Design an algorithm that follows a timed sequence.

I understand that this is how the algorithm for the route is designed.

I can use my ideas to write the code to move a character more than one step at a time along a route.

Lesson 4

CORE

I can create longer programs by testing a few steps at a time and editing my code.

I can debug my code and fix errors.

The Internet

Lesson 1

CORE

I can debug my code and fix errors.

I can describe what the World Wide Web is.

I can give examples of browsers.

I can understand that the internet connects people and information all around the world.

Lesson 2

CORE

I can name examples of smart devices.

I can recognise that a smart device is something that is able to connect to the internet.

I can describe how modems, routers and cables help people to connect to the internet.

Lesson 3

CORE

I can explain the difference between a website and a webpage.

I can use a website to find information.

I can answer questions about my school using its website.

Lesson 4

CORE

I can explain the difference between a browser and a search engine.

I can use a search engine to find information.

I can answer questions by searching safely.

Creating Pictures

Lesson 1

CORE

I can use a digital art tool to create an art piece in the style of the impressionists.

I can use digital tools to create different colours and textures.

Lesson 2

CORE

I can use a digital art tool to create an art piece in the style of Pointillism.

I can use digital tools to help me draw outlines of people.

Lesson 3

CORE

I can use a digital art tool to create an art piece in the style of Piet Mondrian.

I can use digital tools to help me fill closed spaces.

Lesson 4

CORE

I can combine effects in a digital art tool to produce a pattern.

I can use a digital tool to change the size of a pattern.

I can use a digital tool to change the arrangement of a pattern.

Lesson 5

CORE

I can import my digital art into an art portfolio template.

WORKING DEEPER

I can include important information on an art portfolio template.

Computing

Y3

Email

Lesson 1

CORE

I can list a range of different ways to communicate.

I can recognise the strengths and weaknesses of different methods of communication.

Lesson 2

CORE

I can understand what an email is and when it might be used.

I can open an email.

I can respond to an email.

Lesson 3

CORE

I can send emails to other children in the class.

I can use the search option in the address book when sending an email.

Lesson 4

CORE

I can explain what an email attachment is and why it is useful.

I can open, view and discuss an email attachment.

I can attach and send a file in an email.

Lesson 5

CORE

I can explain the importance of email safety.

I can understand that we should only open email and attachments from trusted contacts.

I can write some rules about staying safe over email.

Lesson 6

CORE

I can manage my inbox by reading and responding to a series of email communications.

WORKING DEEPER

I can attach files appropriately and use email communications to explore ideas.

Branching Databases

Lesson 1

CORE

I can ask and answer 'Yes' or 'No' questions.

I can use 'Yes' or 'No' questions to split a group into two sets.

I can explain how a question helps sort items.

Lesson 2

CORE

I can understand how a branching database works.

I can complete a branching database by adding questions.

I can check if the database gives correct answers.

Lesson 3

CORE

I can choose a suitable topic and images.

WORKING DEEPER

I can create a branching database with yes/no questions.

I can sort records correctly.

Route Planners

Lesson 1

CORE

I can combine commands for directions and distance to make a character move along a chosen route.

I can plan algorithms for several steps of a route and code this in 2Go.

Lesson 2

CORE

I can work out how to rotate the turtle so that it faces the correct direction.

I can combine turns and distance to code commands for the turtle.

Lesson 3

CORE

I can plan routes with more than one destination.

I can write, test and debug my code.

Lesson 4

CORE

I can write programs that include turns of 90° and 45°, debugging these to make my routes accurate.

I can read code that includes 90° and 45° and make sensible predictions about where the turtle will go.

Lesson 5

CORE

I can use the repeat command to make shapes that have 90° and 45° angles.

Computing

Y4

Logo

Lesson 1

CORE

- I can use commands to create onscreen shapes.
- I can make predictions about outputs.

Lesson 2

CORE

- I can use the PU and PD commands.
- I can use the multi-line mode to write instructions.
- I can write instructions to draw letters.

Lesson 3

CORE

- I can use the ‘Repeat’ function.
- I can change the colour of the line.
- I can change the thickness of the line.

Lesson 4

CORE

I can write procedures.

WORKING DEEPER

I can use procedures to write instructions.

Animation

Lesson 1

CORE

I can describe what is meant by an animation.

I can describe some common techniques used for creating animations.

I can make a simple animation using a flick book.

I can create a simple animation using animation software.

Lesson 2

CORE

I can describe what onion skinning is.

I can create a smooth sequence of frames using the onion skinning feature.

I can use the copy frame feature to help with creating a smooth animation.

Lesson 3

CORE

I can add backgrounds to animations to enhance them.

I can add sound effects to animations to enhance them.

WORKING DEEPER

I can create an animated sequence that includes sound effects and backgrounds.

Lesson 4

CORE

I can identify the features of a successful short animation.

I can explore example animations to gather ideas.

I can use a storyboard to plan a short animation.

Lesson 5

CORE

I can use a storyboard to create an animation that tells a story or process.

I can use onion skinning, backgrounds and sound to enhance my animation.

Lesson 6

CORE

I can evaluate an animation based on set criteria.

I can identify successes and areas for development.

I am able to use a display board to share work and view others' work.

Unpacking Hardware and Software

Lesson 1

CORE

I can describe what technology means.

I can identify examples of different technology around me.

I can explain how technology helps us in different ways.

Lesson 2

CORE

I can name parts of a computer system.

I can group hardware as input, output, or storage.

I can describe what each component or peripheral does.

WORKING DEEPER

I can explain the difference between internal components and external peripherals.

Lesson 3

CORE

I can explain what software is.

I can name different types of software.

I can describe how software helps me complete tasks.

Lesson 4

CORE

I can describe how hardware and software work together.

I can explain a simple process using both.

I can identify what would happen if one part didn't work.

Computing

Y5

Databases

Lesson 1

CORE

- I can explain what a database is.
- I can organise how information is presented in a database.
- I can use features of database software to find information.

Lesson 2

CORE

- I can design a database suitable for the data I have.
- I can create and edit records within a database.

Lesson 3

CORE

- I can explain what a query is.
- I can build a query to find information.

WORKING DEEPER

- I can use a range of operators in queries that use a filter.

Lesson 4

CORE

I can link separate tables together in a database.

I can use linked tables in a query.

I can use the Report tool to help generate meaningful information to solve problems.

Game Creator

Lesson 1

CORE

I can identify the features of a good video game.

I can play 2DIY3D games and evaluate them against criteria.

Lesson 2

CORE

I can recognise the key customisable features of a 2DIY3D game.

I can consider the features of a good game when I plan and design my own.

Lesson 3

CORE

I can use 'baddie' sprites in a game.

I can use 'collectable' sprites in a game.

I can consider where the sprites should be placed for playability.

Lesson 4

CORE

I can add features to customise my game world.

I can add clear instructions that set the scene to my game.

I can evaluate and improve my game.

Lesson 5

CORE

I can successfully finish my game.

WORKING DEEPER

I can evaluate the strengths and areas for improvement of other people's games.

Quizzes

Lesson 1

CORE

I can identify different types of quizzes and their uses.

I can describe what makes a good quiz.

I can discuss the advantages of interactive quizzes.

Lesson 2

CORE

I can use and navigate 2Quiz.

I can select appropriate question types for a quiz.

I can create simple quiz questions linked to a given theme.

Lesson 3

CORE

I can identify how additional features can improve quizzes.

I can explain the purpose of title screens and feedback screens.

I can design a title screen and include feedback in a quiz.

Lesson 4

CORE

I can select an appropriate topic and plan a quiz based around this

I can create a quiz with appropriate questions and a title screen.

I can begin to organise my quiz layout in a way that is logical, using content screens and feedback screens where appropriate.

Lesson 5

CORE

I can test, debug and edit my quiz to improve its quality.

I can use the settings area to finalise my quiz.

I can share my quiz and evaluate its effectiveness.

I can provide constructive feedback to my peers based on quizzes I have reviewed.

Computing

Y6

Blogging

Lesson 1

CORE

I understand what a blog is and how it is used.

I can identify the key features of effective blogs.

I know the difference between blogs, blog posts, and vlogs.

Lesson 2

CORE

I can work with others to plan a blog post.

I can choose a blog post theme and note content ideas collaboratively.

I have thought about the structure, topic, and engaging the audience in the blog post.

Lesson 3

CORE

I can contribute to writing a structured blog post.

I can follow the process of drafting, revising and editing to publish a blog post.

I understand how the design and writing style affects the readers of the blog post.

Lesson 4

CORE

I can post and comment respectfully on a blog.

I understand why blog posts and comments are checked.

I can give positive and useful feedback.

WORKING DEEPER

Understands the implications of inappropriate use of the blog and how this relates to the real world.

Networks

Lesson 1

CORE

I know what a computer network is.

I can recognise different types of networks.

I can explain how devices connect and communicate on a network.

Lesson 2

CORE

I can explain what the internet is and how it works.

I know the World Wide Web is a service on the internet.

I can explain how the internet helps people communicate and work together.

Lesson 3

CORE

I can identify different ways to communicate online.

I understand basic rules for respectful online communication.

WORKING DEEPER

I can recognise both the benefits and potential risks of online communication.

Lesson 4

CORE

I can explain who controls access to the internet and why.

I understand what censorship is and can give examples.

I understand how internet rules can help or harm different people.

Graphing

Lesson 1

CORE

I can give examples of the advantages of using graphing software compared to traditional methods.

I can create comparative bar charts using graphing software.

I can use export and import functionality of software to combine graphs within one file.

Lesson 2

CORE

I can compare the steps needed to produce a pie chart manually and by using software.

I can identify common problems with manual creation of pie charts.

I can create pie charts from data using graphing software.

Lesson 3

CORE

I can explain the advantages of using graphing software to create line graphs.

I can use the features of graphing software to create well-presented line graphs.

I can use export and import functionality of software to combine graphs within one file.

Lesson 4

CORE

I can choose the most suitable graph type from given data.

I can create graphs to help solve a problem.

I can import graphs into a file to support a point.