

Computing	Technology Around Us	Online Safety	Computer Art	Using the Internet	Programming Turtle Logo and Scratch	Using and Applying
	Autumn (1) 7 weeks	Autumn (2) 8 weeks	Spring (1) 6 weeks	Spring (2) 6 weeks	Summer (1) 5 weeks	Summer (2) 6 weeks
What We Will Learn	In this unit of work pupils begin by learning about a range of technology in familiar settings, such as school and the home, before being introduced to technology in the wider world. They will learn the difference between technology and information technology and will begin to understand the benefits of using information technology. Pupils will also consider safety implications of using information technology, linking to online safety.	In this unit, pupils learn about how what they do online leaves a trail called a digital footprint. They will look at how to improve the efficiency of their online searches, the types of websites that are best for pupils to access when looking for information, as well as how to identify inappropriate content and the actions they should take if they do. Pupils will be introduced to the term 'cyberbullying' and look at how they should communicate online and deal with instances of people being unkind via digital means.	This 'Computer Painting' unit will teach your class key skills that will support progression within the KS1 Computing curriculum. The pupils will have the opportunity to learn about reproducing the painting styles of great artists using computer programs. Each lesson focuses upon a different artist and their particular style. The pupils will use this as inspiration for mastering specific techniques within design-based software. At the end of the unit your class will have the opportunity to use a mixture of the styles and skills learnt within this topic to produce their own computer-painted masterpiece	This unit introduces pupils to using the Internet safely and with a purpose. Pupils are shown how to search the Internet using one word; how to make sense of the returned results and how to use "for kids" to return more suitable result. Pupils will follow school guidelines on blogging, particularly on the use of names and photographs. The focus of the lessons is less on the technical aspects, which will vary according to which blogging site is used, and more on how to blog in a safe and responsible way, looking at how to blog well, and how to post and respond to comments effectively.	This Programming Turtle Logo and Scratch unit will teach your class to create and debug algorithms. Following on from the earlier Year 2 unit on Preparing for Turtle Logo, the pupils use the basic commands in Logo to move and draw using the turtle on screen, and then further develop algorithms using the "repeat" command. These skills are then developed by teaching pupils to create algorithms in Scratch using a selection of blocks.	This unit reinforces skills taught throughout the year and links them together with a common theme of Castles. Pupils are given the opportunity to use their skills in a new context and apply them within software they are familiar with in order to complete a final project. Lessons are structured into three sets of 2 lessons, which can be delivered in sequence or in isolation. The first two follow up the unit on Computer Art, the second two on Presentation Skills and the final two on Programming with Scratch.
What We Will Do	Pupils begin to recognise technology outside of the classroom. Pupils can describe what technology they use in their lives. Pupils recognise that going online can be dangerous and that they should seek the help of a trusted adult. Pupils know that technology changes over time. Pupils can name some people who have helped shape information technology today. With support, pupils can think of ways in which information technology may change in the future.	Pupils will look at online safety and that a digital footprint contains information about a person. They will identify keywords that will give good search results and use a website to search for information. Pupils will begin to identify possible dangers online, identify websites suitable for their age and know when to ask an adult for advice about accessing a website. Pupils will discuss what to do if a website makes them uncomfortable. They will give an opinion about a website and say what they like and dislike about a website. Through discussion, pupils will begin to consider who a website could be aimed at and identify unkind online behaviour.	Pupils will access an appropriate program for achieving a specific task, switch between program tools to produce different techniques. They can alter the formatting of a tool to adjust the colour or size	Pupils are encouraged to use a range of search engines, including Google, Bing and Yahoo, and some more child-friendly engines like Kidrex. (Note: many of the child-friendly searches use Google.) The pupils then discuss how to blog safely and responsibly. Pupils will search using the words "for kids" and follow a web link, locate their own blog.	Pupils will draw lines of different lengths using the fd command They will move blocks into the Scripts Area and snap blocks together to combine commands.	Pupils can find and open software for creating computer art. They will add text and images to a presentation and retrieve/open a file from a saved location. They will select a relevant backdrop and character within Scratch. Pupils will be able to add a second character and position on the backdrop within Scratch.
Skills Learned	Pupils will develop their problem solving skills to explore a range of technology around them. They will be able to recognise common uses of information technology beyond school.	Pupils will be able to recognise appropriate websites and develop and build on prior skills using technology safely and respectfully in the context of learning about the SMART rules for Internet safety.	Pupils will develop their knowledge and skills by using a specific computer program to be able to edit and manipulate the size, shape and colour of shapes using a range of tools to reproduce a style of art.	Pupils will develop their understanding of how a search engine works and be able to recognise the importance of key words used within a search to be able retrieve information.	Pupils will develop problem-solving strategies, navigation and co-ordination skills, as they play and learn with electronic games, remote control or programmable toys.	Pupils will use and develop a range of learned skills to be able to use technology purposefully to create, organise, store, manipulate and retrieve digital content within this unit of work.