

Uley C of E Primary Computing Rolling programme

Cycle A (2022/2023)					
Computer Science		Digital Literacy		Information technology	
	Autumn term		Spring term	Summer term	
Year 3/4	<p>Online Safety Unit 3.2 (3 lessons)</p> <p>I can create a secure password I can explain the importance of having a secure password and not sharing it with others I can explain the negative consequences of not keeping passwords safe and secure I can understand the importance of keeping safe online and behaving respectfully I can use communication tools such as 2Email respectfully and use good etiquette I can report unacceptable content and contact online in more than one way to a trusted online</p>	<p>Effective search Unit 4.7 (3 lessons)</p> <p>I understand the purpose of a search engine and the main features within it. I can look at information on a webpage and make predictions about the accuracy of information contained within it I understand that network and communication components can be found in many different devices which allow them to join the internet</p>	<p>Coding Unit 3.1 (6 lessons)</p> <p>I can base a written algorithm for a programme upon a real life situation I can design an algorithm carefully, thinking about what I want the programme to do and how I can turn my algorithm into code I am able to design a programme thinking logically about the sequence of steps required I can experiment with timers in my programme I can experiment with using repeat commands I can identify the difference in using the effect of a timer or repeat command in my code</p>	<p>Graphing Unit 3.8 (3 lessons)</p> <p>I can collect data and input it into software I can analyse data using features within software to help such as formula in 2Calculate I can present data and information using different software such as 2Question or 2Graph I can create purposeful content and attach this to email</p>	<p>Email Unit 3.5 (6 lessons)</p> <p>I can identify different ways the internet can be used for communication I can use email such as 2Email to respond to others appropriately and attach files</p>

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			<p>I can identify an error in my programme and fix it</p> <p>I can read programmes with several steps and predict what it will do</p>		
Year 5/6	<p>Online safety Unit 5. 2 (3 lessons)</p> <p>I have a secure knowledge of online safety rules taught at school</p> <p>I can demonstrate the safe and respectful use of different online technologies and online services</p> <p>I always relate appropriate online behaviour to my right to have personal privacy</p> <p>I know how to not let my mental wellbeing or others be affected by use of online technologies and services</p> <p>I can search precisely when using a search engine.</p> <p>I can explain in detail how accurate, safe and reliable the content is on a webpage</p> <p>I know the importance of computer network and how they help solve problems and enhance communication</p>	<p>Unit 5.4 Databases (4 lessons)</p> <p>I can learn how to search for information in a database.</p> <p>I can contribute to a class database.</p> <p>I can create a database around a chosen topic.</p>	<p>Coding Unit 5.1 (6 lessons)</p> <p>I can make more complex real life problems into algorithms for a programme</p> <p>I can test and debug my programmes as I work</p> <p>I can convert algorithm that contain sequences, selections and repetition into code that works</p> <p>I can use sequence, selection, repetition and some other coding structures in my code</p> <p>I can organise my code carefully, I know this will help me debug more efficiently</p> <p>I can use logical methods to identify the cause of any bug with support to identify the specific line of code</p>	<p>Game Creator Unit 5.5 (5 lessons)</p> <p>I can Introduce the 2DIY 3D tool.</p> <p>I can begin planning a game</p> <p>I can design the game environment.</p> <p>I can design the game quest to make it a playable game.</p> <p>I can finish and share the game</p> <p>I can self- and peer and evaluate.</p>	

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	<p>I recognise the main dangers that can be perpetuated via computer networks</p> <p>I can explain what personal information is and know strategies for keeping this safe</p> <p>I can use the most appropriate form of online communication according to the digital content</p>			
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Cycle B (2023/2024)				
Computer Science	Digital Literacy		Information Technology	
	Autumn term	Spring term	Summer term	
Reception	Reception children explore a range of Purple Mash hardware and tools throughout the year. (Mini mash)			
Year 3/4	<p>Online Safety Unit 4.2 (4 sessions)</p> <p>I have a good understanding of the online safety rules we learn at school I can demonstrate how to use different online technologies safely I can demonstrate how to use a few different online services safely I know I have a right to privacy both on and offline I recognise that my wellbeing can be affected by how I use technology I can report with ease any concerns with content and contact online and know immediate strategies to keep safe.</p>	<p>Simulations Unit 3.7 (3 lessons)</p> <p>To find out what a simulation is and understand the purpose of simulations. I can explore a simulation, making choices and discussing their effects. I can work through and evaluate a more complex simulation.</p>	<p>Coding Unit 4.1 (6 lessons)</p> <p>I can create and improve my solutions to problem based on feedback. I can review solutions that others have created using a checklist of criteria I can work collaboratively to create content and solutions I can share digital content using a variety of applications I can turn a reallife situation to solve into an algorithm using a design to show how I can accomplish this in code I can use repetition in my code I can use timers within my programme deisgn more accurately to create repetition effect I can use selection (decision) in programming I can use varibales within my programme and know how to change the value of variables</p>	<p>Writing for difference audiences Unit 4.4 (5 lessons)</p> <p>I can explore how font size and style can affect the impact of a text. I can use a simulated scenario to produce a news report. I can use a simulated scenario to write for a community campaign.</p>

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			<p>I can use the user inputs and output within my programme</p> <p>I can identify errors in my code with using different methods</p> <p>I can read programmes that contain several steps and predict the outcomes with increasing accuracy</p>	
Year 5/6	<p>Online safety Unit 6.2 (2 lessons)</p> <p>I can demonstrate safe and respectful use of a range of different technologies and online services</p> <p>I can identify more discrete inappropriate behaviours online.</p> <p>I can use critical thinking to help me stay safe online</p> <p>I know the value of protecting my privacy and others online</p> <p>I can use filters when searching for digital content</p> <p>I can explain in detail how accurate and reliable a webpage and its content is</p> <p>I can explain the difference between the internet and the wide world web</p> <p>I can explain a WAN and LAN is and describe the process of how access to internet in school is possible</p>	<p>3D Modelling Unit 5.6 (4 lessons)</p> <p>I can be introduced to the 2Design and Make tool.</p> <p>I can explore the effect of moving points when designing.</p> <p>I can design a 3D model to fit certain criteria.</p> <p>I can refine and print a model</p>	<p>Coding Unit 6.1 (6 lessons)</p> <p>I can compare a range of digital content sources and rate them in terms of content, quality and accuracy</p> <p>I can consider the intended audience carefully when I design and make digital content</p> <p>I can use criteria to evaluate the quality of my own and others digital solutions , suggesting refinements</p> <p>I can turn a complex programme task into an algorithm</p> <p>I can identify the important aspects of a programming task (abstraction)</p> <p>I can decompose important aspects of a programming task in a logical way, identifying appropriate coding structures that will work</p> <p>I can test and debug my programme as I work on it and use logical methods to identify the cause of a bug</p> <p>I can identify a specific line of code, that is causing a problem in my programme and attempt to fix</p>	<p>Quizzing Unit 6.7 (6 lessons)</p> <p>I can create a picture-based quiz for young children.</p> <p>I can learn how to use the question types within 2Quiz</p> <p>I can explore the grammar quizzes.</p> <p>I can make a quiz that requires the player to search a database.</p> <p>I can make a quiz to test your teachers or parents</p>

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			<p>I can translate algorithms that include sequence, selection and repetition into code and nest these structures within each other</p> <p>I can use inputs and outputs within my coding programme, such as sound, movement and buttons and represent the state of an object</p> <p>I can interpret a programme in parts and can make logical attempts to put these separate parts together in a algorithm to explain the programme as a whole</p>	
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