

<u>Autumn</u>			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing: Online Safety & Exploring Purple Mash	Online Safety & Exploring Purple Mash <ul style="list-style-type: none"> - Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	Online Safety & Exploring Purple Mash LI: to login safely
2			LI: to find saved worked and teacher comments
3			LI: to know the types of resources and icons available in the Topics section
4			LI: to explore the Tools and Games section of Purple Mash
5			LI: to create a poster on 2Publish (All About...)

Spring			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing	Spreadsheets <ul style="list-style-type: none"> - Use technology purposefully to create, organise, store, manipulate and retrieve digital content Technology Outside of School <ul style="list-style-type: none"> - Recognise common uses of information technology beyond school 	Spreadsheets LI: to explore spreadsheets
2	Spreadsheets		LI: to add images to a spreadsheet using the image toolbox
3			LI: to use 'speak' and 'count' tools in 2Calculate to count items
4			Technology Outside of School LI: to walk around the local community and find examples of where technology is used (Could be inside school)
5			LI: to record examples of technology outside school

<u>Summer</u>			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing Coding	Coding <ul style="list-style-type: none"> - Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - Create and debug simple programs - Use logical reasoning to predict the behaviour of simple programs 	Coding LI: to understand what coding means in Computing (starter activity – focusing on vocabulary) LI: to use the 2Code program to create a simple program
2			Coding LI: to use Design Mode to add and change backgrounds and characters
3			Coding LI: to design a scene for a program
4			Coding LI: to explore the When Key and When Swiped commands.
5			Coding LI: to explore a method to code interactivity between objects