

Computing How can I express myself?

SCRATCH PROGRAMMING

Controlling 1 sprite

COMPUTATIONAL THINKING

- I understand what algorithms are
- I know how to write simple algorithms
- I understand the sequence of algorithms is important
- I know how to debug simple algorithms

CODING/PROGRAMMING

- I know how to create a simple program on a digital device e.g. Bee Bot or tablet
- I know how to use sequence in programs
- I know how to locate and fix bugs in my program

VOCABULARY

Algorithm, sequence, order, bug, fix, precise, Digital, program, follow, code, bugs, fix, order, ScratchJr, create Commands

Instructions Directions Forwards Backwards Turn Clear Go Left Right Plan Route



PHOTO AND DIGITAL ART

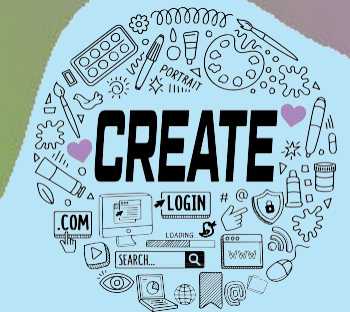
- I know how to select and use shapes
- I can resize, rotate and change colour of shapes
- I can group more than one shape

AUGMENTED REALITY AND VIRTUAL REALITY

- I bring objects into my surroundings through AR

VOCABULARY

Shape, 2D, 3D, rotate, resize, Augmented Reality (AR)



Exploration, Choice, Creativity, Curiosity



Computing

Application throughout the curriculum

SAFETY

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, offline, communicate, internet, information, feelings, rules

Word Processing/Typing

- I know how to play on a touch screen game and use computers/keyboards/mouse in role play
- I know how to type letters with increasing confidence using a keyboard and tablet.
- I know how to dictate short, clear sentences into a digital device.

Data handling

- I know how to sort images or text into two or more categories on a digital device.
- I know how to collect data on a topic.
- I know how to record myself explaining what I have done and what it shows me.

USE TECHNOLOGY WITH PURPOSE

Pictograms - maths

Storyboards in English

Google docs - to publish/present

Photography - final art outcomes

Digimaps - geography

Search engines - retrieving information

INFORMATION TECHNOLOGY

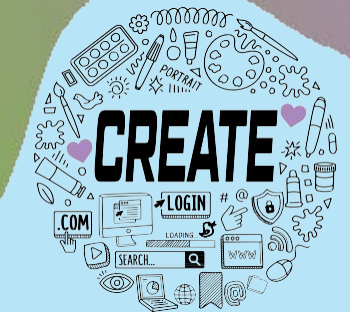
Recognise common uses of information technology beyond school.

Internet safety fortnightly assemblies - texts, social media, online games.

Continuous provision -

Play use of mobile phones / tablets

Tills in shopping



Exploration, Choice, Creativity, Curiosity

