

Computing

Y1/2 2020.21

Key Threshold Concepts

Computing and online safety are vital life skills which run throughout our curriculum and not just in discrete computing lessons. Through the use of our class mobile technologies, our children use a range of applications, operating systems and devices to help become proficient, safe, responsible and creative users of technology, software and online systems.

Coding		Collect		Communicate		Connect (Online Safety) Ongoing skills					
<ul style="list-style-type: none"> To control motion by specifying the number of steps to travel, direction and turn. To add text strings, show and hide objects. To select sounds and control when they are heard. To specify user inputs (such as clicks) to control events. To specify the nature of events such as single event or loop. To create conditions for actions for waiting for a user input (such as a response to a question). 		<ul style="list-style-type: none"> To use simple databases to find and record information in areas across the curriculum. To capture and download images/video from devices such as a camera. To collect data and present using tools e.g. make a pictogram. 		<ul style="list-style-type: none"> To use a range of applications and devices in order to communicate ideas, work and messages. To develop keyboard skills to be able to word process simple texts. 		<ul style="list-style-type: none"> To log on to the school network. To load and navigate websites. To log on and use secure online websites To participate in class blogs and social media accounts. To understand online risks and the age rules for sites. To understand the SMART Rules for keeping safe online. 					
We are technology users		We are publishers		We are controllers		We are data collectors		We are coders		We are authors	
Overview of the unit											
Children will learn the basics of searching, using QR codes and navigating apps. They will learn how to keep safe online and create posters to share this.		Children will use word processing apps and painting apps to produce simple presentations linked to recall prior learning in foundation subjects / retell a story. They will manipulate images and text.		Children will control a bee bot and understand how an algorithm are used to control the bee bot. Chn will also compare the use of the bee bot to the bee bot app and talk about similarities/differences and ease of use.		Children will use graphing software to produce graphs linked to the healthy me PHSCE unit and science plants. Chn collate data in tally charts, pictograms and bar charts using the app graphing for kids. For HA chn can import data into a template on numbers app and produce graphs. Chn experience how branching databases are used to sort and categorise. This can help them to understand how they can be used to identify plants using a plant branching data base.		Children will learn how to combine start up and input events to create more advanced apps and programs. They learn to give precise instructions. They will build on previous experience of controlling the bee bots.		Children create an eBook using Book creator. Incorporate artwork from brushes /paint app and video using chatter kid / morfo. Build on the skills that were taught in Autumn 2. Link to their history / geography unit to help recall / consolidate prior learning.	

We are technology users	We are publishers	We are controllers	We are data collectors	We are coders	We are authors
Key Knowledge					
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Supportive Materials /					
<p>Lesson 1:QR Codes - Scanning and using class dojo to create portfolio of work Ideas for using class dojo to store work and communicate with others. https://drive.google.com/drive/folders/1WYX6QYiGKUsMxyYaJMIWr8JjrWZRe1Gx</p> <p>Lesson 2: DK Find out: Internet research https://docs.google.com/spreadsheets/d/1cncCQG2-j64FuHY6zFIBWVf7ztfCYuojAymjF3HwVsk/edit#gid=1382179279&range=E3</p> <p>Lesson 3: 2DIY Lesson 1: Jigsaw Puzzle https://docs.google.com/spreadsheets/d/1cncCQG2-j64FuHY6zFIBWVf7ztfCYuojAymjF3HwVsk/edit#gid=1382179279&range=E5</p> <p>Lesson 4: 2DIY - . Catching Game https://docs.google.com/spreadsheets/d/1cncCQG2-j64FuHY6zFIBWVf7ztfCYuojAymjF3HwVsk/edit#gid=1382179279&range=E5</p> <p>Lesson 5: Images Search for images linked to theme / literacy tree and learn how to save and import into pic collage / class dojo. Chn will also use the camera to capture images, using the zoom in and out function.</p>	<p>Lesson 1 and 2 : Book Creator - Pictures with Captions Link to theme or literacy tree texts (2hrs) https://docs.google.com/spreadsheets/d/1cncCQG2-j64FuHY6zFIBWVf7ztfCYuojAymjF3HwVsk/edit#gid=1382179279&range=E8</p> <p>Lesson 3, 4, 5: Pages Document - Words and Short Sentences - link to theme : https://docs.google.com/spreadsheets/d/1cncCQG2-j64FuHY6zFIBWVf7ztfCYuojAymjF3HwVsk/edit#gid=1382179279&range=E10</p> <p>Lesson 5: Word Art: Words About Yourself (1hr) Can be used for calendar https://drive.google.com/drive/folders/1qrSZnnb5bsug2Ybyi553awMAK2yjCqu</p> <p>Lesson 6 and 7 Drawing Pad Christmas Pictures (2hrs) https://docs.google.com/spreadsheets/d/1cncCQG2-j64FuHY6zFIBWVf7ztfCYuojAymjF3HwVsk/edit#gid=1382179279&range=E9</p>	<p>https://online.espresso.co username: student27377 password: gooseacre</p> <p>Unit 1b Simple Inputs https://drive.google.com/drive/folders/1e-4rcyTjln86xCsl8QzgpIBr_2mE3J43</p>	<p>Links to demo lessons. Some may be able to be linked to the theme/units</p> <p>Pictograms Teacher notes and plan https://www.j2e.com/data/KS1-1</p> <p>Demo Video https://www.j2e.com/help/videos/KS1datavideo1</p> <p>Software https://www.j2e.com/jit5#pictogram</p> <p>Bar Charts Teacher Notes and plan https://www.j2e.com/data/KS1-2</p> <p>Demo video https://www.j2e.com/help/videos/KS1datavideo2</p> <p>Software Link https://www.j2e.com/jit5#chart</p> <p>Branching databases Teacher notes and plan https://www.j2e.com/data/KS1-3 Demo video https://www.j2e.com/help/videos/KS1datavideo3 Software Link https://www.j2e.com/jit5#branch</p>	<p>Bee bot lesson ideas</p>	

Lesson 6: ESafety Rules - Create poster – pic collage with rules https://drive.google.com/drive/folders/1oaQImXo6e_iOJgSkGkJS-uIOkgQENko3					
Vocabulary					