Long Term Curriculum Coverage

Class	Subject
Cherry	**Computing (Cycle A)**

Autumn 1	Autumn 2
Computer Art This unit will focus on the key skills that will support progression within the KS1 Computing curriculum. The children 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 children will use this as inspiration for mastering specific techniques within design-based software. At the end of the unit the children will have the opportunity to use a mixture of the styles and skills learnt within this topic to produce their own computer-painted masterpiece!	***Presentation skills.*** Lessons 1 and 6 focus on important computer skills needed for safe and effective computer use and introduce some further skills concerning the use of folders, searching for files and printing. Lessons 2-5 introduce children to presentations and teach the skills needed to create a simple presentation.

Spring 1	Spring 2
Online Safety In this unit, the children will 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 children to access when looking for information, as well as how to identify inappropriate content and the actions they should take if they do. Children 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.	***Using and Applying*** This unit reinforces skills taught so far this year and links them together with a common theme of Castles. Children 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 project. Lessons are structured into two sets of 2 lessons. The first two follow up the unit on Computer Art and the second two on Presentation Skills

Summer 1	Summer 2
Preparing for Turtle Logo This unit has two main aims, to enable children to create, test and debug algorithms, and preparing children to use the language of Turtle Logo. The children begin by giving and following instructions to move forward and make quarter turns, followed by walking different rectilinear shapes. Children will create, text and debug algorithms for shapes and routes around school.	***Programming Turtle Logo and Scratch*** In this unit the children will learn to create and debug algorithms. Following on from the earlier Year 2 unit on Preparing for Turtle Logo, the children 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 children to create algorithms in Scratch using a selection of blocks.