

Paulton Infant School COMPUTING MAP

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Cycle A 2020-2021	Across the Drawbridge	Sweets Galore	Pole to Pole	Heroes and Villains	A Bug's Life	Oh We Do Like To Be Beside The Seaside
Key Element	Programming a robot	Digital Art	Internet Safety	Coding/Programming	Digital Publishing	Coding/Programming
Resources/Apps/ Programs	Bee Bots Ozobots	Pic collage Tux Other apps available on iPads Filters	Lee and Kim's Adventure Dongle the Rabbit Digiduck Respectfully using photos and video	Scratch Jr	Make a class blog or webpage - combine photos, art, picollage, fonts, titles, typing	Hour of code <a href="https://hourofcode.com/uk/learn">https://hourofcode.com/uk/learn</a> Identify technology beyond school
Computing Curriculum Coverage KS1 Four areas: Programming Wider use of technology Building Skills Internet Safety	Programming: Review what an algorithm is. Implement (increasingly complex) algorithms to program software. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs	Building Skills: Use technology purposefully to create, organise, store, manipulate and retrieve data.	Internet Safety: Use technology safely and respectfully, keeping personal information private. Identify where to go for help and support about content or contact on the Internet or other online technologies. Building Skills: Use technology to purposefully create, store, manipulate and retrieve digital content.	Programming: Review what an algorithm is. Implement algorithms to program software. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	Building Skills: Use technology purposefully to create, organise, store, manipulate and retrieve data.	Programming: Review what an algorithm is. Implement (increasingly complex) algorithms to program software. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Wider use of technology: Recognise common uses of information technology beyond school.

Cycle B 2021-2022 (Proposed)	In The Deep Dark Woods	The Great Fire of London	Dinosaur Stomp	Rumble In The Jungle	What Can I Invent?	My Place In The World
Key Element	Programming a robot	Digital Art	Internet Safety	Coding/ Programming	Digital Publishing	Coding/Programming
Resources/Apps/ Programs	Bee Bots Ozobots	Pic collage Tux Other apps available on iPads Filters	Lee and Kim's Adventure Hector's World Respectfully communicating online - posting comments, sending messages Twinkl: Searching the internet	Programming Scratch Junior	Stop frame animation  App: stop motion  Movie making: camera function. imovies	Hour of code <a href="https://hourofcode.com/uk/learn">https://hourofcode.com/uk/learn</a> Identify technology beyond school
Computing Curriculum Coverage KS1 Four areas: Programming Wider use of technology Building Skills Internet Safety	Programming: Understand what algorithms are. Understand how (simple) algorithms are implemented as programs on digital devices. Know that programs execute by following precise and unambiguous instructions. Use logical reasoning to predict the behaviour of simple programs	Building Skills: Use technology to purposefully create, store, manipulate and retrieve digital content.	Internet Safety: Use technology safely and respectfully, keeping personal information private. Identify where to go for help and support about content. Building Skills: Use technology to purposefully create digital content.	Programming: Review what an algorithm is. Implement (increasingly complex) algorithms to program software. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	Building Skills: Use technology to purposefully create, store, manipulate and retrieve digital content.	Programming: Review what an algorithm is. Implement (increasingly complex) algorithms to program software. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.  Wider use of technology: Recognise common uses of information technology beyond school.