



# BISHOPSWOOD SCHOOLS FEDERATION LONG TERM PLANNING: Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation Stage	Ourselves	Celebrations	Pick n Mix	Brilliant Books	Spring has sprung	Wonderful wildlife
Activity/ Task	Children will learn how to use the laptops to interact with programs such as Oxford reading tree and create pictures using paint. Children will also learn how to use the interactive white board.	Programming bee-bots to go to different places. Introduce the term program and how to use the clear button so that children can use the bee-bots effectively.	Using different forms of technology to complete a simple program. Using interactive learning platforms such as education city and iPad apps such as busy things.	Using the internet to find out information on our authors during book week.	Recording what happens with the baby chicks. Children will be encouraged to take photos and use talking tins to record what they see.	Natural revelation art to create mini beast pictures.
Objective/skill	Basic mouse skills and using the different devices correctly and safely.	Exploring the bee-bots and other programmable games such as busy things on iPad.	Learning how to use the technology to record and take pictures of our leaning.	Talk about being safe on the internet and show the 'Smartie the Penguin' video.	Use recording and photos to collect data.	Use a simple art program to create a picture using the laptops.
Early Learning Goal (ELG 15)	<p><b>Expected:</b> Recognise that a range of technology is used in places such as homes and schools. Select and use technology for particular purposes.</p> <p><b>Exceeding:</b> Find out about and use a range of everyday technology. Select appropriate applications that support an identified need (e.g. how to record results or events).</p>					
Enhanced provision	<p>All children will be able to access a variety of different technology on a daily basis as well as the outlined activities. The year R children are encouraged to use technology in purposeful ways to develop and support their learning.</p> <ul style="list-style-type: none"> <li>-Examples of technology in the world e.g. telephones, keyboards, cameras, computers, laptops and iPads.</li> <li>-Programmable equipment such as bee-bots.</li> <li>-The use of the internet with adult support.</li> <li>-Computer programs that support learning e.g. Oxford reading tree, Education city and Natural Revelation Art.</li> <li>-Technology that can record their own learning and thoughts such as talking tins, cameras and recordable books.</li> </ul>					
Year 1	Does a toy have to be shiny and new to be worth playing with?	Where do the leaves go in winter?	Was being the Queen the same for Q Elizabeth I and Q Victoria as it is for Elizabeth II?	Where did and do the wheels on the bus go?	Why do we remember Mary Anning?	Why can't a Meerkat live in the North Pole?
Activity/ task	<u>Computer science</u> Bee Gee Bee-bots- make the bee-bots dance by programming them.		<u>Information technology</u> Basic computer skills login, word banks for topic and saving and retrieving work	<u>Computer science</u> Taking pictures of Tadley and Basingstoke and sorting them.		<u>Digital literacy</u> -Research zoo animals using the internet -Use zoo webcams -Watch videos on

						Meerkat's and other animals to find out information
Objective/skill	Being able to program and debug a bee-bot and making the bee-bot move in a specific way.		Using the key board and logging on. Typing and saving information.	Collecting data through photographs and use this to present information.		Using technology that is available and understanding the different ways we can use it to help us.
e-safety			Talk about being safe on the internet and the e-safety rules.  Talk to the children about keeping personal log on information private using Hectors World Details, Details.	Digi Duck story to talk to children about being kind and respectful on the internet.		Talk to the children about being internet safe and what they can do if they feel worried using Hectors World Heroes to support. Discuss that not everything on the internet is real.
<b>Year 2</b>	<b>What happened in the Great Fire Of London?</b>	<b>Why did the Titanic sink?</b>	<b>Why was Neil Armstrong a very brave person?</b>	<b>Where would you prefer to live: England or Perth?</b>	<b>Why do we love to be beside the seaside?</b>	<b>How can you be the next Masterchef?</b>
Activity/ task	<b><u>Information technology</u></b> Researching and creating a word document with pictures on GFOL information booklet? -use the iPad to record the GFOL enactment and take pictures.  <b><u>Digital literacy</u></b> Using the internet to find out information and using technology to record an event		<b><u>Computer science</u></b>  Using scratch to create algorithms and debug any problems. Predicting what others algorithms might do.  Compare first man on the moon video to now. What technology do we have now that they didn't back then?	<b><u>Information technology</u></b> Create slide show of information about Australia.  <b><u>Digital literacy</u></b> Use different technology to explore Australia. -skype -internet -google maps		<b><u>Computer science</u></b> Using pictogram programme to show data collected about of favourite foods.  Children to make a branching database using the program Textease Branch.
Objective/skill	Using the keyboard to add and delete text and open and save files.		I can predict what will happen in other people's programming. can watch a program, execute and spot where	Using technology to organise and represent my ideas in different ways.		Making a chart to show data and then talk about what information it shows.

			it goes wrong so I can debug it.			
e-safety	Using the internet appropriately and safely through Lee and Kim's adventure. I can explain that I need to keep my personal information private.		I can explain that I need to keep my personal information private.	Using the internet appropriately and safely using Hectors World The Information Gang.		