Computing Curriculum Planner: Year 4/5



e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards

Autumn

I am kind and responsible

Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.

e-Safety- planned within PSHE / Citizenship

I am safe

using Somerset BYTE Awards

Spring

Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.

Handling Data 1 - CORE

Discovering My Solar System

- 4 sessions

Collect, record and analyse

data about planets using

Interrogate each other's

2Investigate

databases

Summer

e-Safety - planned within PSHE / Citizenship using Somerset BYTE Awards

I am healthy

Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.

Programming 2 – CHOICE

Logo My Shapes - 5 sessions

Create a program to teacher

of regular polygons

more efficient

polygons

Refine programs using

procedures to make them

Use procedures to create

patterns of repeating regular

the computer to draw a range







Basic Skills

(to support my learning across the curriculum)

- Use a secure personal log in for a variety of online resources
- Combine appropriate apps through the use of the camera roll on a tablet
- Combine software to achieve effective outcomes.
- Work collaboratively on documents and presentations
- Create hyperlinks within and between documents
- Identify three online sources to check information
- Use keyboard to confidently input text, characters and numbers
- Use bullet points
- Add text boxes
- Move, resize and rotate shapes, text and pictures
- Use common keyboard shortcuts on laptops and **PCs**

TIOL 1 - CORE

Improve My Web Detective Skills - 3 sessions

- Consider the difference between the Internet and the World Wide Web and how they are linked
- Discuss how information online may not be accurate or reliable
- Create a checklist to ensure that the information they are using is accurate

Multimedia 1 - CORE

Presenting My Persuasion - 5 sessions

- Consider what makes a presentation interesting
- Design a presentation to persuade an audience about a particular viewpoint or argument
- Compare two presentation
- Make a presentation on a topic to support learning.

Exploring My World - 2 sessions

- Explore the world using Google Earth and look at the layers of information
- Create and record a virtual tour from their home to

TIOL 2 - CHOICE

- contained in the tool
- school and another

Open Ended Challenge

- Use computational thinking to plan, develop and evaluate their use of technology
- learning experience including developing mastery
- Demonstrate attainment in computing

Additional unplugged activities to reinforce computational thinking

2D Shape Drawing (40 minutes)

- Follow an algorithm to draw pictures constructed from 2D shapes.
- The algorithms they follow will include errors and children will use logical reasoning to detect and correct these.

Sign up free to <u>Barefoot Computing</u>.

Robotic Paper Cups (50 minutes)

- Children split into groups
- 'Robot' from each group set a different task outside classroom
- Groups create algorithm and program for cup stack
- 'Robot' is programmed to build stack

Programming 1 - CORE

Scratch My Roman Numerals-4 sessions

- Review knowledge of Scratch
- Use Scratch to help count in number sequences
- Create a program that counts in number sequences and one to count with Roman **Numerals**
- Record voices to add to Scratch counting program
- Create animated story

Identify an appropriate challenge to allow children

Have a differentiated

