

Programming
 (Algorithms, Sequencing and testing code)
 Beebot / Roamer / Probot

Computer Science	<p><u>Preparing for Turtle Logo</u></p> <p><i>Understand what algorithms are, and that programs execute by following precise and unambiguous instructions.</i> <i>Create and debug simple programs</i></p> <p>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. The language is extended to use the main Turtle Logo commands. Children will create, text and debug algorithms for shapes and routes around school in preparation for using the commands in the Turtle Logo application.</p>	
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Communication Publishing and collaborating
 (Multimedia Word Processing)

IT Skills	<p><u>Presentation Skills</u></p> <p>BEST TO BE TAUGHT AT THE BEGINNING OF THE YEAR</p> <p><i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i> <i>Use technology safely and respectfully.</i></p> <p>This unit is intended as the first unit of the academic year. 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,</p>	<p><u>Computer Art</u></p> <p><i>use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i></p> <p>This 'Computer Painting' unit will teach your class 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</p>	
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	<p>searching for files and printing. Lessons 2-5 introduce children to presentations and teach the skills needed to create a simple presentation.</p>	<p>this as inspiration for mastering specific techniques within design-based software. At the end of the unit your class will have the opportunity to use a mixture of the styles and skills learnt within this topic to produce their own computer-painted masterpiece!</p>	
<p><u>E-safety</u></p>	<p>In this unit, children 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.</p> <p><i>Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</i></p>		