

# COMPUTING CURRICULUM - YEAR 1 OBJECTIVES TO BE TAUGHT

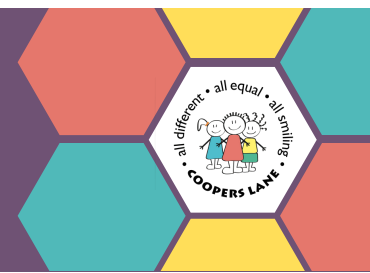
Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
<b>AUTUMN 1</b>	<p><b><u>We are Treasure Hunters</u></b></p> <p>Algorithms; Creating &amp; Debugging Programs; Logical Reasoning; Recognising Common Uses</p>	<ul style="list-style-type: none"> <li>- to understand that a programmable toy can be controlled by inputting a sequence of instructions</li> <li>- to develop and record sequences of instructions as an algorithm</li> <li>- to program the toy to follow their algorithm</li> <li>- to debug their programs</li> <li>- to predict how their programs will work</li> </ul>	Reception	<p><b>Switched on Computing - 1.1</b> We are Treasure Hunters - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 1)</p> <p><b>BeeBots &amp; iPads</b></p>
<b>AUTUMN 2</b>	<p><b><u>We are TV Chefs</u></b></p> <p>Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully</p>	<ul style="list-style-type: none"> <li>- to break down a process into simple clear steps, as in an algorithm</li> <li>- to use different features of a video camera</li> <li>- to use a video camera to capture moving images</li> <li>- to develop collaboration skills</li> <li>- to discuss their work and think about how it could be improved</li> </ul>	<p>Reception</p> <p>Year 1 - Autumn 1 We are treasure hunters</p>	<p><b>Switched on Computing - 1.2</b> We are TV Chefs - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 1)</p> <p><b>iPads</b></p>
<b>SPRING 1</b>	<p><b><u>We are Collectors</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to find and use pictures on the web</li> <li>- what to do if they encounter pictures that cause concern</li> <li>- how to group images on the basis of a binary (yes/ no) question</li> <li>- to organise images into more than two groups according to clear rules</li> <li>- to sort (order) images according to some criteria</li> <li>- to ask and answer binary (yes/ no) questions about their images</li> </ul>	Reception	<p><b>Switched on Computing - 1.4</b> We are Collectors - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 1)</p>
<b>SPRING 2</b>	<p><b><u>We are Storytellers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to use sound recording equipment to record sounds</li> <li>- to develop skills in saving and storing sounds on the computer</li> <li>- to develop collaboration skills as they work together in a group</li> <li>- to understand how a talking book differs from a paper-based book</li> <li>- to talk about and reflect on their use of ICT</li> <li>- to share recordings with an audience</li> </ul>	<p>Reception</p> <p>Year 1 - Spring 1 We are collectors</p>	<p><b>Switched on Computing - 1.5</b> We are Storytellers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 1)</p>

# COMPUTING CURRICULUM - YEAR 1 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
SUMMER 1	<p><b><u>We are Painters</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to use the web safely to find ideas for an illustration</li> <li>- to select and use appropriate painting tools to create and change images onto computer/ iPad</li> <li>- to understand how the use of ICT differs from using paint and paper</li> <li>- to create an illustration for a particular purpose</li> <li>- how to save, retrieve and change their work</li> <li>- to reflect on their work and act on feedback received</li> </ul>	Reception	<p><b>Switched on Computing</b> - 1.3 We are Painters - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 1)</p> <p><b>iPads</b></p>
SUMMER 2	<p><b><u>We are Celebrating</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to develop basic keyboard skills, through typing and formatting text</li> <li>- to develop basic mouse skills</li> <li>- to use the web to find and select images</li> <li>- to develop skills in storing and retrieving files</li> <li>- to develop skills in combining text and images</li> <li>- to discuss their work and think about whether it can be improved</li> </ul>	<p>Reception</p> <p>Year 1 - Spring 1 &amp; 2, Summer 1</p>	<p><b>Switched on Computing</b> - 1.6 We are Celebrating - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 1)</p>

PLEASE REFER TO THE '*KS1 CONTINUOUS PROVISION PLANNING GUIDE*', RESOURCE ENHANCEMENTS SECTION, TO HELP SUPPORT THE TEACHING OF THE ABOVE OBJECTIVES IN THE CLASSROOM CONTINUOUS PROVISION.

## RISING STARS WEBSITE LOG IN INFORMATION

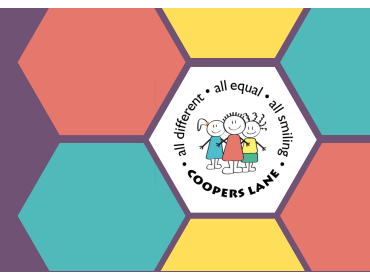
<https://www.risingstars-uk.com/login-coopers2012>

Username: headteacher@cooperslane.lewisham.sch.uk

Password:

# COMPUTING CURRICULUM - YEAR 2 OBJECTIVES TO BE TAUGHT

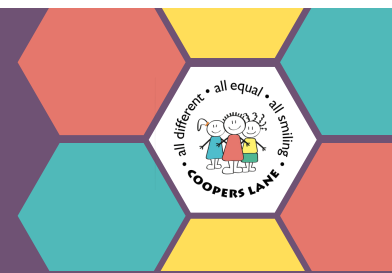
Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
<b>AUTUMN 1</b>	<p><b><u>We are Astronauts</u></b></p> <p>Algorithms; Creating &amp; Debugging Programs; Logical Reasoning; Recognising Common Uses</p>	<ul style="list-style-type: none"> <li>- to have a clear understanding of algorithms as sequences of instructions.</li> <li>- to convert simple algorithms to programs.</li> <li>- to predict what a simple program will do.</li> <li>- to spot and fix (debug) errors in their programs.</li> <li>- to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>- to create and debug simple programs.</li> <li>- to use logical reasoning to predict the behaviour of simple programs.</li> </ul>	<p>Year 1, We are treasure hunters = coding</p>	<p><b>Switched on Computing</b> - 2.1 We are Astronauts - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 2)</p> <p><b>BeeBots/Spheros &amp; iPads</b></p>
<b>AUTUMN 2</b>	<p><b><u>We are Games Testers</u></b></p> <p>Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully</p>	<ul style="list-style-type: none"> <li>- to describe carefully what happens in computer games.</li> <li>- to use logical reasoning to make predictions of what a program will do.</li> <li>- to test these predictions.</li> <li>- to think critically about computer games and their use.</li> <li>- to be aware of how to use games safely and in balance with other activities.</li> <li>- to recognise common uses of information technology beyond school.</li> <li>- to use technology safely and respectfully, keeping personal information private.</li> </ul>	<p>Year 1, We are treasure hunters = coding</p>	<p><b>Switched on Computing</b> - 2.2 We are Games Testers- Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 2)</p> <p><b>Laptops/computers</b></p>
<b>SPRING 1</b>	<p><b><u>We are Zoologists</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to sort and classify a group of items by answering questions.</li> <li>- to collect data using tick charts or tally charts.</li> <li>- to use simple charting software to produce pictograms and other basic charts.</li> <li>- to take, edit and enhance photographs.</li> <li>- to record information on a digital map.</li> <li>- to 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.</li> </ul>	<p>Year 1, We are celebrating = keyboard skills</p>	<p><b>Switched on Computing</b> - 2.6 We are Zoologists- Planning + Web Resource</p> <p>Google Drive, Curriculum 2020, Computing, Year 2)</p> <p><b>Laptops/computers</b></p>
<b>SPRING 2</b>	<p><b><u>We are Researchers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to develop collaboration skills through working as part of a group.</li> <li>- to develop research skills through searching for information on the internet.</li> <li>- to improve note-taking skills through the use of mind mapping.</li> <li>- to develop presentation skills through creating and delivering a short multimedia presentation.</li> </ul>	<p>Year 1, We are collectors = finding and storing images</p>	<p><b>Switched on Computing</b> - 2.4 We are Researchers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 2)</p> <p><b>Laptops/computers</b></p>

# COMPUTING CURRICULUM - YEAR 2 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
SUMMER 1	<p><b><u>We are Detectives</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to understand that email can be used to communicate.</li> <li>- to develop skills in opening, composing and sending emails.</li> <li>- to gain skills in opening and listening to audio files on the computer.</li> <li>- to use appropriate language in emails.</li> <li>- to develop skills in editing and formatting text in emails.</li> <li>- to be aware of online safety issues when using email.</li> </ul>	<p>Year 1, We are celebrating = keyboard skills</p>	<p><b>Switched on Computing</b> - 2.5 We are Detectives - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 2) <b>Laptops/computers</b></p>
SUMMER 2	<p><b><u>We are Photographers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to consider the technical and artistic merits of photographs.</li> <li>- to use a digital camera or camera app.</li> <li>- to take digital photographs.</li> <li>- to review and reject or rate the images they take.</li> <li>- to edit and enhance their photographs.</li> <li>- to select their best images to include in a shared portfolio.</li> </ul>	<p>Year 1, We are collectors = finding and storing images</p>	<p><b>Switched on Computing</b> - 2.3 We are Celebrating - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 2) <b>iPads</b></p>

## RISING STARS WEBSITE LOG IN INFORMATION

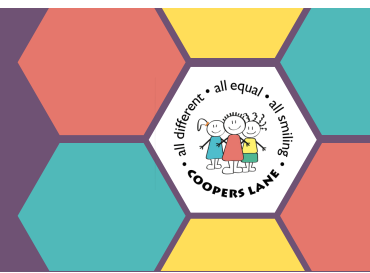
<https://www.risingstars-uk.com/login>

Username: headteacher@cooperslane.lewisham.sch.uk

Password: coopers2012

# COMPUTING CURRICULUM - YEAR 3 OBJECTIVES TO BE TAUGHT

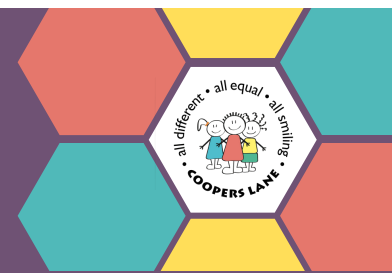
Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
AUTUMN 1	<p><b><u>We are Programmers</u></b></p> <p>Algorithms; Creating &amp; Debugging Programs; Logical Reasoning; Recognising Common Uses</p>	<ul style="list-style-type: none"> <li>- to design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts.</li> <li>- to use sequences in programs; work with variables and various forms of input and output.</li> <li>- to use logical reasoning to detect and correct errors in algorithms and programs.</li> <li>- to select, use and combine a variety of software to design and create content that accomplishes given goals, including presenting information.</li> </ul>	Year 2 - Autumn 2; We are games testers, coding	<p><b>Switched on Computing</b> - 3.1 We are Programmers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 3)</p> <p><b>Laptops/computers</b></p>
AUTUMN 2	<p><b><u>We are Bug Fixers</u></b></p> <p>Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully</p>	<ul style="list-style-type: none"> <li>- to develop a number of strategies for finding errors in programs.</li> <li>- to build up resilience and strategies for problem solving.</li> <li>- to increase their knowledge and understanding of Scratch.</li> <li>- to recognise a number of common type</li> <li>- to debug programs that accomplish specific goals.</li> <li>- to use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>- to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>	Year 2 - Autumn 2; We are games testers, coding	<p><b>Switched on Computing</b> - 3.2 We are Bug Fixers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 3)</p> <p><b>Laptops/computers</b></p>
SPRING 1	<p><b><u>We are Presenters</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</li> <li>- to work with various forms of input and output and use technology safely, respectfully and responsibly</li> <li>- to gain skills in shooting live video, such as framing shots, holding the camera steady, and reviewing.</li> <li>- to edit video, including adding narration and editing clips</li> </ul>	<p>Year 1 - Spring 2, We are storytellers</p> <p>Year 2 - Summer 2, We are photographers</p>	<p><b>Switched on Computing</b> - 3.3 We are Presenters - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 3)</p> <p><b>iPads</b></p>
SPRING 2	<p><b><u>We are Vloggers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to use a search engine to learn about a new topic.</li> <li>- to plan, design and deliver an interesting and engaging presentation.</li> <li>- to search for and evaluate online images.</li> <li>- to create their own original images.</li> <li>- to create a video slidecast of a narrated presentation.</li> <li>- to develop understanding of how the internet, the web and search engines work.</li> </ul>	<p>Year 1 - Spring 2, We are storytellers</p> <p>Year 2 - Spring 2, We are photographers</p>	<p><b>Switched on Computing</b> - 3.4 We are Vloggers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 3)</p> <p><b>Computers</b></p>

# COMPUTING CURRICULUM - YEAR 3 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
SUMMER 1	<p><b><u>We are Communicators</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to develop a basic understanding of how email works.</li> <li>- to gain skills in using email.</li> <li>- to be aware of broader issues surrounding email, including netiquette' and online safety.</li> <li>- to work collaboratively with a remote partner.</li> <li>- to experience video conferencing.</li> </ul>		<p><b>Switched on Computing</b> - 3.5 We are Communicators - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 3)</p> <p><b>iPads</b></p>
SUMMER 2	<p><b><u>We are Opinion Pollsters</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to understand some elements of survey design.</li> <li>- to understand some ethical and legal aspects of online data collection.</li> <li>- to use the web to facilitate data collection.</li> <li>- to gain skills in using charts to analyse data.</li> <li>• Gain skills in interpreting results.</li> </ul>	<p>Year 2 - Spring 1, We are zoologists</p> <p>Year 2 - Spring 2, We are researchers</p>	<p><b>Switched on Computing</b> - 3.6 We are Opinion Pollsters - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 3)</p>

## RISING STARS WEBSITE LOG IN INFORMATION

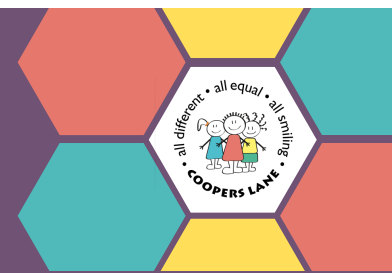
<https://www.risingstars-uk.com/login>

Username: headteacher@cooperslane.lewisham.sch.uk

Password: coopers2012

# COMPUTING CURRICULUM - YEAR 4 OBJECTIVES TO BE TAUGHT

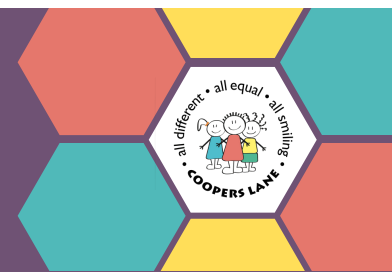
Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
AUTUMN 1	<p><b><u>We are Software Developers</u></b></p> <p>Algorithms; Creating &amp; Debugging Programs; Logical Reasoning; Recognising Common Uses</p>	<ul style="list-style-type: none"> <li>- to develop an educational computer game using selection and repetition.</li> <li>- to understand and use variables.</li> <li>- to start to debug computer programs.</li> <li>- to recognise the importance of user interface design, including consideration of input and output.</li> <li>- to design, write and debug programs that accomplish specific goals.</li> <li>- to use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> </ul>	<p>Year 2 - Astronauts, programming</p> <p>Year 3 - Programmers, coding</p>	<p><b>Switched on Computing</b> - 4.1 We are Software Designers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 4)</p> <p><b>BeeBots &amp; iPads</b></p>
AUTUMN 2	<p><b><u>We are Toy Designers</u></b></p> <p>Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully; Sequencing</p>	<ul style="list-style-type: none"> <li>- to design and make an on-screen prototype of a computer-controlled toy.</li> <li>- to understand different forms of input and output (such as sensors, switches, motors, lights and speakers).</li> <li>- to design, write and debug the control and monitoring program for their toy.</li> <li>- to use sequence, selection, and repetition in programs; work with various forms of input and output.</li> <li>- to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>	<p>Year 2 - Games Testers, coding</p> <p>Year 3 - Bug Fixers, coding</p>	<p><b>Switched on Computing</b> - 4.2 We are Toy Designers- Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 4)</p> <p><b>iPads</b></p>
SPRING 1	<p><b><u>We are Musicians</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to use one or more programs to edit music.</li> <li>-to create and develop a musical composition, refining their ideas through reflection and discussion.</li> <li>- to develop collaboration skills.</li> <li>- to develop an awareness of how their composition can enhance work in other media.</li> <li>- to use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>- to understand computer networks including the internet.</li> </ul>	<p>Year 2 - Photographers</p> <p>Year 3 - Presenters</p>	<p><b>Switched on Computing</b> - 4.3 We are Musicians - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 4)</p>
SPRING 2	<p><b><u>We are HTML editors</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to understand some technical aspects of how the internet makes the web possible.</li> <li>- to use HTML tags for elementary mark up.</li> <li>- to use hyperlinks to connect ideas and sources.</li> <li>- to code up a simple web page with useful content.</li> <li>- to understand some of the risks in using the web.</li> <li>- to use technology safely, respectfully and responsibly; know a range of ways to report concerns and unacceptable behaviour.</li> </ul>	<p>Year 2 - Researchers</p> <p>Year 3 - Communicators</p>	<p><b>Switched on Computing</b> - 4.4 We are HTML Editors - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 4)</p>

# COMPUTING CURRICULUM - YEAR 4 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
SUMMER 1	<p><b><u>We are Co-authors</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Decomposing problems into smaller steps</p>	<ul style="list-style-type: none"> <li>- to understand the conventions for collaborative online work, particularly in wikis.</li> <li>- to be aware of their responsibilities when editing other people's work.</li> <li>- to become familiar with Wikipedia, including potential problems associated with its use.</li> <li>-to practise research skills.</li> <li>- to write for a target audience using a wiki tool.</li> <li>- to develop collaboration skills and proofreading skills.</li> </ul>	<p>Year 2 - Detectives</p> <p>Year 3 - Communicators</p>	<p><b>Switched on Computing</b> - 4.5 We are Co-Authors - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 4)</p> <p><b>iPads</b></p>
SUMMER 2	<p><b><u>We are Meteorologists</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Variables; Input/Output; Logical Reasoning</p>	<ul style="list-style-type: none"> <li>- to understand different measurement techniques for weather, both analogue and digital.</li> <li>- to use computer-based data logging to automate the recording of some weather data.</li> <li>- to use spreadsheets to create charts</li> <li>- to analyse data, explore inconsistencies in data and make predictions</li> <li>- to practise using presentation software and, optionally, video.</li> </ul>	<p>Year 2 - Zoologists, collecting data</p> <p>Year 3 - Opinion Pollsters</p>	<p><b>Switched on Computing</b> - 4.6 We are Meteorologists - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 4)</p>

## RISING STARS WEBSITE LOG IN INFORMATION

<https://www.risingstars-uk.com/login>

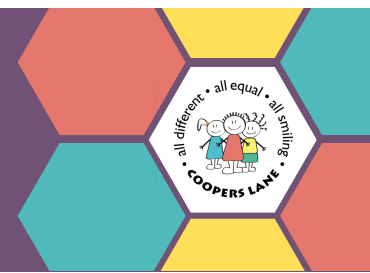
Username: headteacher@cooperslane.lewisham.sch.uk

Password: coopers2012



# COMPUTING CURRICULUM - YEAR 5 OBJECTIVES TO BE TAUGHT

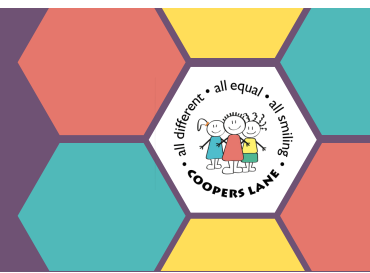
Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
AUTUMN 1	<p><b><u>We are Game Developers</u></b></p> <p>Algorithms; Creating &amp; Debugging Programs; Logical Reasoning; Recognising Common Uses</p>	<ul style="list-style-type: none"> <li>- to create original artwork and sound for a game.</li> <li>- to design and create a computer program for a computer game, which uses sequence, selection, repetition and variables.</li> <li>- to detect and correct errors in their computer game.</li> <li>- to use iterative development techniques (making and testing a series of small changes) to improve their game.</li> <li>- to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> </ul>	<p>Year 3 - Programmers</p> <p>Year 4 - Software Designers</p>	<p><b>Switched on Computing -5.1</b> We are Game Developers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 5)</p> <p><b>Laptops/Computers</b></p>
AUTUMN 2	<p><b><u>We are Cryptographers</u></b></p> <p>Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to be familiar with semaphore and Morse code.</li> <li>- to understand the need for private information to be encrypted.</li> <li>- to encrypt and decrypt messages in simple ciphers.</li> <li>- to appreciate the need to use complex passwords and to keep them secure.</li> <li>- to have some understanding of how encryption works on the web.</li> <li>- to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> </ul>	<p>Year 3 - Bug Fixers</p> <p>Year 4 - Toy Designers</p>	<p><b>Switched on Computing -5.2</b> We are Cryptographers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 5)</p> <p><b>Laptops/Computers</b></p>
SPRING 1	<p><b><u>We are Artists</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Sequencing</p>	<ul style="list-style-type: none"> <li>- to develop an appreciation of the links between geometry and art.</li> <li>- to become familiar with the tools and techniques of a vector graphics package.</li> <li>- to develop an understanding of turtle graphics.</li> <li>- to experiment with the tools available, refining and developing their work as they apply their own criteria to evaluate it and receive feedback from their peers.</li> <li>- to develop some awareness of computer generated art, in particular fractal-based landscapes.</li> <li>- to use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> </ul>	<p>Year 3 - Presenters</p> <p>Year 4 - Musicians</p>	<p><b>Switched on Computing - 5.3</b> We are Artists - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 5)</p> <p><b>Computers or iPads</b></p>
SPRING 2	<p><b><u>We are Web Developers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to develop their research skills to decide what information is appropriate.</li> <li>- to understand some elements of how search engines select and rank results.</li> <li>- to question the plausibility and quality of information.</li> <li>- to develop and refine their ideas and text collaboratively.</li> <li>- to develop their understanding of online safety and responsible use of technology</li> <li>- to understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</li> </ul>	<p>Year 3 - Network Engineers</p> <p>Year 4 - HTML Editors</p>	<p><b>Switched on Computing - 5.4</b> We are Web Developers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 5)</p> <p><b>Computers or iPads</b></p>

# COMPUTING CURRICULUM - YEAR 5 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
SUMMER 1	<p><b><u>We are Bloggers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely</p>	<ul style="list-style-type: none"> <li>- to become familiar with blogs as a medium and a genre of writing.</li> <li>- to create a sequence of blog posts on a theme.</li> <li>- to incorporate additional media.</li> <li>- to comment on the posts of others.</li> <li>- to develop a critical, reflective view of a range of media, including text.</li> <li>- to be discerning in evaluating digital content.</li> <li>- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	<p>Year 3 - Communicators</p> <p>Year 4 - Co-Authors</p>	<p><b>Switched on Computing - 5.5</b> We are Bloggers- Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 5)</p> <p><b>iPads</b></p>
SUMMER 2	<p><b><u>We are Architects</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Use a Variety of Software</p>	<ul style="list-style-type: none"> <li>- to understand the work of architects, designers and engineers working in 3D.</li> <li>- to develop familiarity with a simple CAD (computer aided design) tool.</li> <li>- to develop spatial awareness by exploring and experimenting with a 3D virtual environment.</li> <li>- to develop greater aesthetic awareness</li> <li>- to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>- to select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</li> </ul>	<p>Year 3 - Opinion Pollsters</p> <p>Year 4 - Meteorologists</p>	<p><b>Switched on Computing - 5.6</b> We are Architects - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 5)</p> <p><b>Laptops/Computers</b></p>

## RISING STARS WEBSITE LOG IN INFORMATION

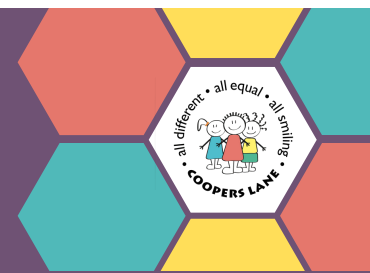
<https://www.risingstars-uk.com/login>

Username: headteacher@cooperslane.lewisham.sch.uk

Password: coopers2012

# COMPUTING CURRICULUM - YEAR 6 OBJECTIVES TO BE TAUGHT

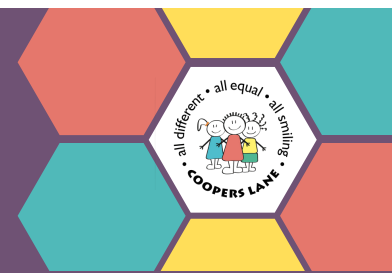
Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
<b>AUTUMN 1</b>	<p><b><u>We are Adventure Gamers</u></b></p> <p>Algorithms; Creating &amp; Debugging Programs; Logical Reasoning; Recognising Variables</p>	<ul style="list-style-type: none"> <li>- some of the syntax of a text-based programming language.</li> <li>- to use commands to display text on screen, accept typed user input, store and retrieve data using variables and select from a list.</li> <li>- to plan a text-based adventure with multiple 'rooms' and user interaction.</li> <li>- to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>- to use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> </ul>	<p>Year 4 - <i>Software Designers</i></p> <p>Year 5 - <i>Game Developers</i></p>	<p><b>Switched on Computing - 6.1</b> We are Adventure Gamers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 6)</p> <p><b>Laptops/Computers</b></p>
<b>AUTUMN 2</b>	<p><b><u>We are Computational Thinkers</u></b></p> <p>Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully; Creating &amp; Debugging Programs</p>	<ul style="list-style-type: none"> <li>- to develop the ability to reason logically about algorithms.</li> <li>- to understand how some key algorithms can be expressed as programs.</li> <li>- to understand that some algorithms are more efficient than others for the same problem.</li> <li>- to understand common algorithms for sorting and searching.</li> <li>- to appreciate algorithmic approaches to problems in mathematics.</li> <li>- to use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>- Use logical reasoning to explain how some simple algorithms work</li> </ul>	<p>Year 4 - <i>Toy designers</i></p> <p>Year 5 - <i>Cryptographers</i></p>	<p><b>Switched on Computing - 6.2</b> We are Computational Thinkers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 6)</p> <p><b>Laptops/Computers</b></p>
<b>SPRING 1</b>	<p><b><u>We are Network Technicians</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Understand Computer Networks</p>	<ul style="list-style-type: none"> <li>- to appreciate that computer networks transmit and receive information digitally.</li> <li>- to understand the basic hardware needed for computer networks to work.</li> <li>- to understand key features of internet communication protocols.</li> <li>- to develop a basic understanding of how domain names are converted to numerical IP addresses.</li> <li>- to understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</li> <li>- to use technology safely, respectfully and responsibly</li> </ul>	<p>Year 4 - <i>HTML editors</i></p> <p>Year 5 - <i>Web Designers</i></p>	<p><b>Switched on Computing - 6.4</b> We are Network Technicians - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 6)</p> <p><b>Laptops/Computers</b></p>
<b>SPRING 2</b>	<p><b><u>We are Publishers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Understand Computer Networks; Research</p>	<ul style="list-style-type: none"> <li>- to manage or contribute to large collaborative projects, facilitated using online tools.</li> <li>- to write and review content.</li> <li>- to source digital media while demonstrating safe, respectful and responsible use.</li> <li>- to design and produce a high-quality print document.</li> <li>- to select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content.</li> </ul>	<p>Year 4 - <i>Co-Authors</i></p> <p>Year 5 - <i>Bloggers</i></p>	<p><b>Switched on Computing - 6.6</b> We are Publishers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 6)</p> <p><b>Laptops/Computers</b></p>

# COMPUTING CURRICULUM - YEAR 6 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool



	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES TO SUPPORT PLANNING
SUMMER 1	<p><b><u>We are Travel Writers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Research, Understand Computer Networks</p>	<ul style="list-style-type: none"> <li>- to research a location online using a range of resources appropriately.</li> <li>- to understand the safe use of mobile technology, including GPS.</li> <li>- to capture images, audio and video while on location.</li> <li>- to showcase shared media content through a mapping layer.</li> <li>- to understand computer networks, including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</li> </ul>	<p>Year 4 - Meteorologists</p> <p>Year 5 - Architects</p>	<p><b>Switched on Computing</b> - 6.5 We are Travel Writers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 6)</p> <p><b>iPads</b></p>
SUMMER 2	<p><b><u>We are Advertisers</u></b></p> <p>Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Search Technology</p>	<ul style="list-style-type: none"> <li>- to think critically about how video is used to promote a cause.</li> <li>- to create a storyboard for an effective advert for a cause.</li> <li>- to work collaboratively to shoot suitable original footage and source additional content, acknowledging intellectual property rights.</li> <li>- to work collaboratively to edit the assembled content to make an effective advert</li> <li>- to select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</li> </ul>	<p>Year 4 - Musicians</p> <p>Year 5 - Artists</p>	<p><b>Switched on Computing</b> - 6.3 We are Advertisers - Planning + Web Resource</p> <p>(Google Drive, Curriculum 2020, Computing, Year 6)</p> <p><b>iPads or computers</b></p>

## RISING STARS WEBSITE LOG IN INFORMATION

<https://www.risingstars-uk.com/login>

Username: [headteacher@cooperslane.lewisham.sch.uk](mailto:headteacher@cooperslane.lewisham.sch.uk)

Password: coopers2012