



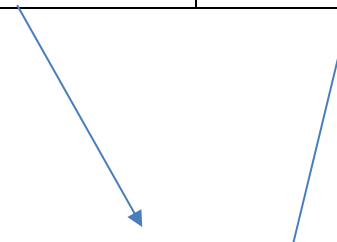
Newlaithes Nursery and Infant School

Computing Long Term Plan. Revised 2022



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Computing and the use of technology will be used within Reception to supplement the seven areas of learning and development. This will be accessed through continuous provision time and directed activities. Children in reception have access to iPads, desktop computers and further access to Beebots. Teachers have access to PurpleMash, where they can set specific activities to explore the seven areas of learning and development. See example below of a suggested activity. Communication and Language Expressive Arts Literacy Mathematics Physical Development PSED Understanding the World					Children will explore using a computer to ensure that computing skills can be developed when children are delivered the National Curriculum in year 1 and 2. Computing skills we want children to enter KSI with. These skills will be needed for children to access the year 1 National Curriculum, -Sharing of the terminology- computer, mouse, trackpad, screen, keyboard, key, button, space/spacebar, tablet/ iPad -Using a mouse/ trackpad on a computer/ laptop. - Knowing that typing on a keyboard is how words are written (possibility of typing name). - Use a mouse to draw a simple picture (mouse control) -Knowing that the laptops we have in school are not touch screen.
	← Search results/Computing Scheme of Work/Reception/Communication and Language Listening, Attention & Understanding Speaking					
	Resources Mashcams (Purple Mash and Mini Mash) Astronaut Lesson ideas Mashcams can be used to create an imaginary role play situation for the child in which the child's face can be added by drawing it or adding a photograph. The child becomes the character. Lesson ideas: - • Provide opportunities for children to express themselves through other characters. • Allow some of the more reluctant speakers to talk through role play. • Give the children the opportunity to talk with others by taking on a character's role and speaking in the style of the character e.g. a pirate, a spaceman etc. • Develop speaking and listening skills through recording the children being the character and listening to themselves taking on the role. This can be done using the record function in Mashcams. • Let the children take on a name for the character.					

Year 1	Online Safety (4) -Logging in safely using their own workspace with the ability to save work. -Logging out and the importance of not sharing passwords. Grouping and Sorting (2) Sorting items by different categories offline and online.	Pictograms (3) Representing data as pictograms. Selecting the correct images and changing the images to represent the correct data. Lego Builders (3) Thinking logically about scenarios. Use of the term 'algorithm' which underpins coding.	Maze Explorers (4) Functionality of the basic key directions. Creating and debugging instructions. 'algorithm' Option of sharing work with teacher and whole class on display board.	Animated Stories (5) Creating, organising, storing, manipulate and retrieve digital content through creating their own animated story book.	Coding (6) Children will create code through programming objects. Looking at actions and events and the algorithm. *Children will need skills of dragging and dropping using a trackpad or mouse. Additional activities are available on 2DIY activities to practise drag and drop.	Spreadsheets (3) Optional to undertake on laptops or iPads. Looking at what a spreadsheet is. Inserting images to a spreadsheet and using tools in spreadsheets. Tech Outside School (3) Children to consider how technology is used outside a computing lesson or the classroom.
Year 2	Coding (6) Children will look at knowing that an algorithm is a set of instructions. Children will programme objects, use timers and buttons. And look to debug.	Online Safety (3) Children will be searching on Purple Mash to find specific subject areas and activities. Children will learn how to add to a saved class board to display their work. Children will learn how to send Emails via Purple Mash. Children will explore their digital footprint.	Questioning (5) Children will create and interpret pictograms. Children will ask yes/no questions. Children will use binary trees. Children will look at databases to answer questions.	Effective searching (3) Children will learn key internet searching terms. Children will identify basic parts of a web search engine search page. Children can share their knowledge of internet searching.	Making music (3) Children will use 2Sequence. They will change the speed of tune. Children will open their saved work.	Presenting ideas (4) Children will look at eBooks. Children will create a quiz and share their ideas about the quizzes they completed created by their



		Spreadsheets (4) Children will look at rows and columns of a spread sheet. Children will save and access their work. Children will look at copy and pasting into their spreadsheet. Children will use formulas to solve basic calculations and explore their data.		Creating pictures (5) <i>Due to the length of the units- Creating Pictures will be taught across 2 half terms, with a half term break in the middle.</i> Children will create digital art. Children will explore pointillism on the computer (pointillism is also covered in Autumn term in year 2 art). Children will create digital art in the style of famous artist (Seurat and Mondrian). Children will create a digital collage	peers. Children will create a fact file inserting clipart, photos and tables to show data.
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