

Russell Hall Primary School – Long Term Planning



Subject	Computing	Leader	M Lugg
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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery						
Reception	<p>Online safety & digital citizenship</p> <p>Self-image and identity Lesson 1 Self-image and identity video Lesson 2 What do uncomfortable, embarrassed and upset mean? Lesson 3 What online and offline scenarios can make us feel sad, uncomfortable, embarrassed or upset? Lesson 4 What can we do if someone makes us feel uncomfortable, embarrassed or upset online or offline?</p>	<p>Online safety & digital citizenship</p> <p>Online relationships Lesson 1 Online relationships video Lesson 2 What does 'communicate' mean? Lesson 3 How can we communicate using technology?</p> <p>Online reputation Lesson 1 Online reputation video Lesson 2 Technology treasure hunt Lesson 3 Can we connect to the internet with it or not?</p>	<p>Online safety & digital citizenship</p> <p>Online bullying Lesson 1 Online bullying video Lesson 2 How can people be unkind online? Lesson 3 Being unkind online and in real life</p> <p>Managing online information Lesson 1 Managing online information video Lesson 2 What devices can I use to get on the internet? Lesson 3 How can I use the internet to find out information?</p>	<p>Online safety & digital citizenship</p> <p>Health, wellbeing and lifestyle Lesson 1 Health, wellbeing and lifestyle video Lesson 2 What are the rules when using technology at home and at school? Lesson 3 What can happen if we don't follow the rules? Lesson 4 Technology rules or not?</p>	<p>Online safety & digital citizenship</p> <p>Privacy & Security Lesson 1 Privacy and security video Lesson 2 What is your personal information? Lesson 3 Who can you share your personal information with and why?</p>	<p>Online safety & digital citizenship</p> <p>Copyright & Ownership Lesson 1 Copyright and ownership video Lesson 2 How do I know work belongs to me? Lesson 3 Taking work that belongs to someone else</p>
Year 1	<p>Online safety & digital citizenship</p> <p>Self-image and identity Lesson 1 – Feeling sad, uncomfortable, embarrassed or upset Lesson 2 – Mapping our mood Lesson 3 – My trusted adults</p>	<p>Computing systems and networks – Technology around us</p> <p>To identify technology</p> <p>To identify a computer and its main parts</p>	<p>Block coding - On the move</p> <p>To give instructions to make objects on the screen move when the program starts.</p> <p>To write a computer program where objects</p>	<p>Online safety & digital citizenship</p> <p>Managing online information Lesson 1 – Devices and the internet Lesson 2 – Finding information Lesson 3 – Real or make-believe?</p>	<p>Block coding - Simple inputs</p> <p>To combine start events and click events in code to create a simple game.</p> <p>To combine start events and click events to</p>	<p>Online safety & digital citizenship</p> <p>Privacy & Security Lesson 1 – My private information Lesson 2 – Can I share my information? Lesson 3 - Passwords</p>

	<p>Online relationships Lesson 1 – Asking permission Lesson 2 – Communicating with technology Lesson 3 – Being kind and considerate</p>	<p>To use a mouse in different ways</p> <p>To use a keyboard to type on a computer</p> <p>To use the keyboard to edit text</p> <p>To create rules for using technology responsibly</p>	<p>move when they are clicked on.</p>	<p>Health, wellbeing and lifestyle Lesson 1 – Being healthy with technology Lesson 2 – Technology rules Lesson 3 – Following the rules</p>	<p>program an animated scene.</p>	<p>Copyright & Ownership Lesson 1 – Making documents Lesson 2 – Is it mine? Lesson 3 - Copies</p>
Year 2	<p>Online safety & digital citizenship</p> <p>Self-image and identity Lesson 1 – What I want to look like online Lesson 2 – Risky situations online Lesson 3 – Giving advice</p> <p>Online relationships Lesson 1 – How to ask permission Lesson 2 – Consent Lesson 3 – Consent and sharing online</p>	<p>Computing systems and networks – IT around us</p> <p>To recognise the uses and features of information technology</p> <p>To identify the uses of information technology in the school</p> <p>To identify information technology beyond school</p> <p>To explain how information technology helps us</p> <p>To explain how to use information technology safely</p> <p>To recognise that choices are made when using information technology</p>	<p>Block coding - Different sorts of inputs</p> <p>To write code that makes an object move around the screen and change direction when keys are pressed.</p> <p>To write code where different inputs can be used to make objects move and disappear.</p>	<p>Online safety & digital citizenship</p> <p>Managing online information Lesson 1 – The main parts of a webpage Lesson 2 – Voice-activated searching Lesson 3 – True or not?</p> <p>Health, wellbeing and lifestyle Lesson 1 – Using technology Lesson 2 – Following our technology rules Lesson 3 – Family rules</p>	<p>Block coding - Buttons and instructions</p> <p>To write code where buttons can be used to move an object around the screen.</p> <p>To write code for a simple game where buttons are used to move objects around and make it disappear.</p>	<p>Online safety & digital citizenship</p> <p>Privacy & Security Lesson 1 – Keeping things private Lesson 2 – Stronger passwords Lesson 3 – The internet at home</p> <p>Copyright & Ownership Lesson 1 – Does it belong to me? Lesson 2 – Does it belong to them? Lesson 3 – Copying work and ownership</p>
Year 3	<p>Online safety & digital citizenship</p> <p>Self-image and identity</p>	<p>Computing systems and networks – Connecting computers</p>	<p>Block coding - Sequence and animation</p>	<p>Online safety & digital citizenship</p>	<p>Block coding - Conditional events</p>	<p>Online safety & digital citizenship</p> <p>Privacy & Security</p>

	<p>Lesson 1 – Avatars Lesson 2 – Usernames online Lesson 3 – Changing identity online</p> <p>Online relationships Lesson 1 – Sharing information online Lesson 2 – Hurtful situations online Lesson 3 – Permission and sharing</p>	<p>To explain how digital devices function</p> <p>To identify input and output devices</p> <p>To recognise how digital devices can change the way that we work</p> <p>To explain how a computer network can be used to share information</p> <p>To explore how digital devices can be connected</p> <p>To recognise the physical components of a network</p>	<p>To create a program that uses sequences for two different objects moving on the screen.</p> <p>To write code that uses a timer to create a sequence of events.</p>	<p>Managing online information Lesson 1 – Autocomplete Lesson 2 – Facts, opinions and beliefs Lesson 3 – Preferences</p> <p>Health, wellbeing and lifestyle Lesson 1 – Activities in my day Lesson 2 – Spending time and positive activities Lesson 3 – Age ratings</p>	<p>To use conditional hit events to control the movement of an object on the screen.</p> <p>To program a simple game where conditional events are used to check whether objects have collided.</p>	<p>Lesson 1 – Keeping passwords private Lesson 2 – Reporting and blocking Lesson 3 – Collecting data</p> <p>Copyright & Ownership Lesson 1 – My digital work Lesson 2 – Saving my digital work part 1 Lesson 3 – Saving my digital work part 2</p>
<p>Year 4</p>	<p>Online safety & digital citizenship</p> <p>Self-image and identity Lesson 1 – My online and offline identities Lesson 2 – Positive interactions Lesson 3 – Identity theft</p> <p>Online relationships Lesson 1 – Online friends Lesson 2 – Healthy online behaviour Lesson 3 – Respect and privacy</p>	<p>Computing systems and networks – The Internet</p> <p>To describe how networks physically connect to other networks</p> <p>To recognise how networked devices make up the internet</p> <p>To outline how websites can be shared via the World Wide Web</p> <p>To describe how content can be added and accessed on the World Wide Web</p> <p>To recognise how the</p>	<p>Block coding - Introduction to variables</p> <p>To use variables to keep track of the score in a game that uses conditional events.</p> <p>To learn how to use multiple variables and to set the value of a variable.</p>	<p>Online safety & digital citizenship</p> <p>Managing online information Lesson 1 – Advertises online Lesson 2 – Searching for reliable information Lesson 3 – Advertises and pop-ups</p> <p>Health, wellbeing and lifestyle Lesson 1 – Being healthy online Lesson 2 – Taking care of your mind Lesson 3 – Our free time</p>	<p>Block coding - Repetition and loops</p> <p>To write code that uses loops to do something repeatedly in a program.</p> <p>To program an object using the concept of loops, regular or infinite repetition and 'if statement' blocks.</p>	<p>Online safety & digital citizenship</p> <p>Privacy & Security Lesson 1 – Making choices Lesson 2 – Data saved online Lesson 3 – Consent online</p> <p>Copyright & Ownership Lesson 1 – The impact of plagiarism Lesson 2 – Can I use other people's work? Lesson 3 – Copyright and usage rights</p>

		<p>content of the World Wide Web is created by people</p> <p>To evaluate the consequences of unreliable content</p>				
Year 5	<p>Online safety & digital citizenship</p> <p>Self-image and identity Lesson 1 – Copy, modify, alter Lesson 2 – Creating a digital avatar Lesson 3 – Photos online</p> <p>Online relationships Lesson 1 – Strangers online Lesson 2 – Emojis Lesson 3 – Our communities</p>	<p>Computing systems and networks – Systems and searching</p> <p>To explain that computers can be connected together to form systems</p> <p>To recognise the role of computer systems in our lives</p> <p>To identify how to use a search engine</p> <p>To describe how search engines select results</p> <p>To explain how search results are ranked</p> <p>To recognise why the order of results is important, and to whom</p>	<p>Block coding - Speed, direction and coordinates</p> <p>To set values in code to control the speed of an object.</p> <p>To create a simple game where the object's position on the screen is controlled by making changes to its co-ordinates.</p>	<p>Online safety & digital citizenship</p> <p>Managing online information Lesson 1 – Trustworthy content Lesson 2 – Targeted adverts Lesson 3 – Assessing online information</p> <p>Health, wellbeing and lifestyle Lesson 1 – The pros and cons of being online Lesson 2 – Looking after our mental health Lesson 3 – Spending money in games</p>	<p>Block coding - Random numbers and simulations</p> <p>To write code for a game that uses random numbers to move objects in different directions.</p> <p>To use random numbers in combination with variables and conditional hit events to create a simple game.</p>	<p>Online safety & digital citizenship</p> <p>Privacy & Security Lesson 1 – Developing passwords Lesson 2 – Our data online Lesson 3 – App permissions</p> <p>Copyright & Ownership Lesson 1 – Using online content Lesson 2 – Google SafeSearch Lesson 3 – Copyright rules</p>
Year 6	<p>Online safety & digital citizenship</p> <p>Self-image and identity Lesson 1 – Challenging stereotypes Lesson 2 – Managing online situations Lesson 3 – Giving online safety advice</p>	<p>Computing systems and networks – Communication and collaboration</p> <p>To explain the importance of internet addresses</p>	<p>Block coding - More complex variables</p> <p>To write code that prompts the user to input the value of a variable.</p> <p>To create a stopwatch with stop, start and reset</p>	<p>Online safety & digital citizenship</p> <p>Managing online information Lesson 1 – Persuasion and adverts Lesson 2 – Fake news detective Lesson 3 – Writing fake news</p>	<p>Block coding - Object properties</p> <p>To create a game where players stop objects moving by changing their properties.</p>	<p>Online safety & digital citizenship</p> <p>Privacy & Security Lesson 1 – Managing passwords Lesson 2 – Real or fake? Lesson 3 – Phishing</p> <p>Copyright & Ownership</p>

	<p>Online relationships Lesson 1 – Sharing photos of others Lesson 2 – To share or not to share? Lesson 3 – My digital footprint</p>	<p>To recognise how data is transferred across the internet</p> <p>To explain how sharing information online can help people to work together</p> <p>To evaluate different ways of working together online</p> <p>To recognise how we communicate using technology</p> <p>To evaluate different methods of online communication</p>	<p>buttons, and both digital and analogue displays.</p>	<p>Health, wellbeing and lifestyle Lesson 1 – Being healthy with technology Lesson 2 – Persuasive design online Lesson 3 – Pressure and technology</p>	<p>To write code that detects the properties of an object and passes the value to other objects.</p>	<p>Lesson 1 – Copyright presentations Lesson 2 – Referencing Lesson 3 – Bibliographies</p>
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**Online Bullying and Online Reputation units covered through Key Stage assemblies*