

## **Monks Coppenhall Planning Units for Computing**

Each year group will cover computer science in three blocks per year. Each block will consist of three or four lessons. Key Computer Science concepts and knowledge are covered in the first two terms. In the summer term, each year will complete a short physical computing block which applies the component skills, which they have built up in the preceding blocks.

Each year, a more sophisticated understanding of the coding concepts will be developed. For example, in Year 3 simple count-controlled and forever loops are covered. This will be revisited in Year 4 and nested loops will be introduced. In Year 5, nested loops will be developed further and students will be introduced to conditional loops such as 'if/else' and 'until'. All of these will be consolidated again in Year 6. Each year the units will develop the logical reasoning and computational thinking skills

Each year group will also cover five three/ four week blocks of work covering key elements of **information technolog**y and **digital literacy** each year.

This ensures they get regular exposure each year to the three areas of the curriculum. Blocks build upon what pupils have learnt previously but applied to a more age appropriate app or technology and develop more complex concepts and knowledge. Each unit sets out the component knowledge needs to tackle more complex computing tasks.

Each year, students will be exposed to the following elements of the computing curriculum in manageable chunks.

Information Technology and Digital Literacy blocks covered each year	Word Processing & Functional Skills	Creating Media,	Data and Information	Computers and Networks	Modelling, Music and Media
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Each half term pupils receive a computing lesson specifically focusing on elements of Education for a Connected World using the Common Sense Media platform. The lesson is often an introduction to issues they will explore in the information technology or digital literacy unit that term

The plan also includes 6 online safety lessons each year, one per half term. These lessons are taken from the Common Sense Media platform, free to access. Links to the 8 themes of Education for a Connected World framework are made at the bottom of the Common Sense Media Lessons. Education for a Connected World was based on the themes of Commonsense Media.

Education for a Connected World Theme	Relevant Common Sense Education Themes			
Self Image & Identity	Media Balance & Well-Being			
Online Relationships	Relationships & Communication			
Online Reputation	Relationships & Communication			
Online Bullying	Cyberbullying, Digital Drama & Hate Speech			
Managing Online Information	News & Media Literacy			
Health, Wellbeing and Lifestyle -	Media Balance & Well-Being			
Privacy and Security	Privacy & Security			
Copyright and ownership	News & Media Literacy			
Commonsense Media lessons have a UK-focused version.				



Year 1							
	Autumn Spring Summer						
Y1 Computer Science	<b>Sequencing (5)</b> Code Studio A, Lessons 2, 4, 5 & 6		<b>Loops (3)</b> Simple count controlled loops Code Studio A, Lessons 8, 9 & 10		Events (2)  ■ When arrow key pressed  ■ When sprite clicked  Code Studio A, Lessons 12, 13		
Online Safety and DL	Jessie and Friends: Watching Videos (1)  EfCW  Managing online information Self Image and Identity	Smartie the Penguin (1)  EfCW  Online Relationships Managing Online Information	Hanni and the magic window (1)  EfCW  Online Relationships Managing Online Information	Media Balance Is Important (1)  EfCW  Managing online information Self-image and identity Online Bullying Health, well-being and lifestyle	Safety in My Online Neighbourhood. (1)  EfCW  Managing online information Privacy and Security	Pause for People (1)  EfCW  Health, well being and lifestyle Self Image and Identity	
IT and DL blocks with physical Computing	Creating media - Audio Visual 3)	Word Processing & Functional Skills - Text and Images (3)	Data and Information - Pictograms (3)	Computer and networks - Tech Around Us (3)	Modelling, Music and Media - Music Technology (3)	Computer Science - Physical Computing (3) Bee-Bots	



	Y2					
	Autumn		Spring		Summer	
Computer Science	Sequencing (3)  Compass directions Debugging Code Studio Course B: Lessons 3, 4, 5		<b>Loops (3)</b> ● Count controlled Code Studio Course B: Lessons 7, 8 & 9		<ul> <li>Events and Impact of Computing (2)</li> <li>When arrow pressed</li> <li>When sprite clicked</li> <li>Increased behaviour blocks</li> <li>Code Studio Course B: Lessons 12, 13</li> </ul>	
Online Safety and DL	Smartie the Penguin (1)  EfCW  Online Relationships Managing Online Information	Jessie & Friends Sharing Images (1)  EfCW  Online reputation Privacy and security Copyright and Ownership Managing Online Information	Jessie & Friends Playing Games (1)  EfCW  Online relationships Health, wellbeing and lifestyle Privacy and security Self Image and Identity Online Bullying	How Technology Makes You Feel (1)  EfCW  Health, wellbeing and lifestyle	Internet Traffic Lights (1)  EfCW  Health, wellbeing and lifestyle	Pause and Think Online (1)  EfCW  Online relationships Health, wellbeing and lifestyle
IT and DL blocks with physical Computing	Word Processing & Functional Skills - Digital Books (3)	Creating media - Digital Photography (3)	Data and Information - Data Handling (2)	Computer and networks - Digital Technology Around Us (3)	Modelling, Music and Media - Digital Art (3)	Computer Science - Physical Computing (3) Bee-Bots



	Year 3							
	Autumn		Spring		Summer			
Computer Science	Sequencing (4)  Forward & backward  Turns (degrees)  Move & jump  Debugging - steps Code Studio Course C: Lessons 3, 4, 5 & 6		Loops (5)  Count controlled Code Studio Course C: Lesson 8, 9, & 10 Events  When sprite 1 touches sprite 2 Code Studio Course B: Lessons 11 & 12		Events (1)  Code Studio Course B: Lesson 16 (project)  Physical Computing  Micro:bits			
Online Safety and DL	That's Private! (1)  ■ Privacy and security	Let's Give Credit! (1)  EfCW  Copyright and ownership	Device-Free Moments (1)  EfCW  • Health, wellbeing and lifestyle	Digital Trails (1)  EfCW  Privacy and security  Online reputation  Managing information online	Putting a STOP to Online Meanness (1)  EfCW  Self-image and identity Online relationships Online reputation Online bullying	Who Is in Your Online Community? (1)  EfCW  Self-image and identity Online relationships Online reputation Online bullying		
IT and DL blocks with Physical Computing	Word Processing & Functional Skills - Text and Graphics (3)	Creating media - Publishing (3)	Data and Information - Branching Databases (3)	Computer and networks - Computers and the Internet (3)	Modelling, Music and Media - Audio Visual Media (3)	Computer Science - Physical Computing (2) Micro:bits		

## Year 4



	Auto	umn	Spring		Summer	
Computer Science	Sequencing and Debugging  Debugging pre-made code Code Studio Course D: Lesson 3 & 5  Events  When keys pressed When beats changes After? measures When touching Code Studio Course D: Lesson 6, 7 & 8  (5 lessons)		Repetition - Loops  Nested loops Code Studio Course D: Lesson 9, & 10  Loops and Conditionals Code Studio Course D: Lesson 11 & 13 (4 lessons)		Conditionals -  If/else While Until Code Studio Course D: Lesson 14, 15 & 16 (3 lessons)	
Online Safety and DL	Rings of Responsibility (1)  EfCW  Online relationships	This is me - Online (1)  EfCW  Online relationships Self-image and identity Online Reputation	Our Digital Citizenship Pledge (1)  EfCW  Online relationships Self-image and identity Health, well being and lifestyle Copyright and Ownership	The Power of Words (1)  EfCW  Online relationships Online bullying	Password powerup (1)  EfCW  Privacy and security	Seeing is believing (1)  EfCW  Self-image and identity Managing Online Information Copyright and Ownership
IT and DL blocks with Physical Computing	Word Processing & Functional Skills - Advanced Text and Graphics (3)	Creating Media - Animation (3)	Data and Information - Data Logging (3)	Computer and Networks - Online Images & Photo Editing (3)	Modelling, Music and Media - Vector Graphics (3)	Computer Science - Physical Computing Micro:bits



## Year 5 Spring Autumn Summer **Computer Science Sprites and Events Functions** Conditionals and Functions Animate sprites Code Studio Course E: Lessons 10 & 11 If/else Code Studio Course E Lessons 3, 4 & 5 While **Conditionals** Repeat until Code Studio Course E: Lesson 14, 15, 16 **Nested Loops** Code Studio Course E: Lessons 12 & 13 Code Studio Course E: Lessons 6 & 7 (4 lessons) (3 lessons) (5 lessons) **Online Safety and DL** Private and personal A Creator's Rights and Digital Citizenship (1) Online Tracks (1) My Media Choices - (1) Keeping game fun and healthy (1) Information (1) Responsibilities (1) **EfCW EfCW EfCW EfCW EfCW** Online Online Self-image and **EfCW** Managing online Self-image and relationships reputations identity Online information identity Health, Managing online Health, relationships Privacy and Health, wellbeing and information wellbeing and Health, Security wellbeing and lifestyle Health, lifestyle wellbeing and lifestyle wellbeing and lifestyle Online Bullying Online Bullying Copyright and lifestyle Ownership IT and DL blocks with **Creating media - Video** Modelling, Music and **Word Processing &** Data and Networks and **Computer Science -**Editing (3) **Functional Skills -Information - Databases** Media- Podcasting (3) physical Computing Information-Systems and **Physical Computing** Presentations (3) (4) Searches (3) Micro:bits

Year 6					
	Autumn	Spring	Summer		



Computer Science	Sprites and behaviours, events and inputs (3)  Controlling multiple sprites  Events  Behaviour  Code Studio Course F: Lessons 2, 3 & 4		Inputs and variables (5)  ■ Creating and using variables Code Studio Course F: Lessons 7, 8, 9, 10, & 11		<b>Machine learning (3)</b> Code Studio Course F: Lessons 12, 13, 14	
Online Safety	You Won't Believe this!(1)  EfCW  Health, wellbeing and lifestyle Managing online information Privacy and Security	Reading the News (1)  EfCW  Managing online information Health, wellbeing and lifestyle Privacy and Security Copyright and Ownership	Digital Friendship (1)  EfCW  Self-image and identity Online relationships Online bullying Online reputation	Cyber bullying (1) EfCW  • Online bullying	Beyond Gender Stereotypes (1)  EfCW  Self-image and identity Online relationships	Media balance (1)  EfCW  Health, wellbeing and lifestyle
DL and IT Blocks plus Physical Computing	Computer and Networks - Advanced Internet Use (3)	Creating Media - Website Creation (3)	Data and Information - Spreadsheets (3)	Word Processing & Functional Skills - Collaboration & Communication (3)	Modelling, Music and Media - 3D Modelling (3)	Computer Science - Physical Computing Micro:bits