



Sheringdale Computing Medium Term Plan KS1 and KS2

Created by Alexia Marinides (Computing Leader) July 2021. To be reviewed July 2022.

Year: 1

Term: Autumn

Topic: Magnificent Me

Computing Curriculum KS1	Information Technology	Computer Science
NC program of study	Use technology purposefully to create digital content Use technology purposefully to organise digital content Use technology purposefully to retrieve digital content	Understand what algorithms are Create simple programs using Bee-bots and online software Give instructions following straight lines (forwards and backwards) including one turn at a time
Suggested task	Create a self-portrait and family portraits in the software. Challenge: include details and backgrounds	Create a map of Southfields for the robot and code it to get to each destination. Challenge: avoid obstacles
SOFTWARE AND HARDWARE	2paint (including e-safety and logging on) PC and iPad	Beebot robots Beebot mats PC and iPad
topic link	PSHE (myself and my family) ART (colours, thickness, texture)	MATHS (directional language and shape) ART (creating floor maps)

Year: 1

Term: Spring

Topic : All aboard...!

Computing Curriculum KS1	Computer Science	Information Technology
NC program of study	Understand what algorithms are Create simple programs using online software Give instructions following straight lines (forwards and backwards) including one turn at a time	Use technology purposefully to create digital content Use technology purposefully to organise digital content Use technology purposefully to retrieve digital content Recognise common uses of information technology beyond school and encountered in everyday life

Suggested task	Code Daisy to complete the varying activities. Challenge: show a code and ask the children what will happen to Daisy when pressing play.	Create a poster about an element of transport Challenge: insert pictures and wrap text
SOFTWARE AND HARDWARE	Daisy Dino 2code PC and iPad	Microsoft Word PC
topic link	MATHS (directional language and shape)	ENGLISH (sentence structure, spelling and punctuation)

Year: 1
Term: Summer

Topic : Food Glorious Food

Computing Curriculum KS1	Digital Literacy Information Technology	Information Technology Digital Literacy
NC program of study	Use technology purposefully to retrieve digital content Recognise common uses of information technology beyond school and encountered in everyday life Use technology safely Keep personal information private Recognise common uses of information technology beyond school and encountered in everyday life	Use technology purposefully to create digital content Use technology purposefully to organise digital content Use technology purposefully to retrieve digital content Recognise common uses of information technology beyond school and encountered in everyday life Use technology safely Keep personal information private Recognise common uses of information technology beyond school and encountered in everyday life
Suggested task	Research popular food in different countries Challenge: explain why different search engines give different results	Create a leaflet about food from a country of choice Challenge: compare food from a range of countries
SOFTWARE AND HARDWARE	Safe searching (including e-safety) Discovery Education Espresso PC and iPad	Purple Mash PC and iPad

topic link	English (M &S adverts -persuasion) History (how recipes have changed over time) Geography (research foods around the world) Science (how climate affects food growth) PSHE (staying safe online)	Art (design) Geography (foods around the world) Science (how climate affects food growth) PSHE (staying safe online)
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Tier 1 (every lesson words)

Keyboard, Mouse, Screen, Space bar, iPad, PC, Login, Instructions, Technology, Share, Create, Internet

Tier 2 (topic linked words)

Patterns, Sequence, Computer network, Robots, Online, Email, Rules, Private information, Program, Create, Paint, Buttons, Videos, Camera stills, Sounds, Image bank
Word bank

Tier 3 (technical, low frequency words)

Autumn

Software

Spring

Algorithm
Digital content
Digital devices
World wide web

Summer

Algorithm
Digital content
Digital devices
World wide web

Year: 2

Term: Autumn

Topic : Fire and Ice

Computing Curriculum KS1	Information Technology Computer Science	Information Technology Computer Science
NC program of study	Use technology purposefully to organise digital content Use technology purposefully to manipulate digital content Understand that programs execute by following precise instructions Use logical reasoning to predict the behaviour of simple programs	Use technology purposefully to organise digital content Use technology purposefully to manipulate digital content Use technology purposefully to retrieve digital content Understand that programs execute by following precise instructions Use logical reasoning to predict the behaviour of simple programs
Suggested task	Create a comic about the Fire of London/Antarctica Challenge: link pages together and use a range of templates and speech bubbles/captions	Write a script for a play about an adventure to London or Antarctica Challenge: change scenes and change the direction of characters
SOFTWARE AND HARDWARE	Comic Life (including e-safety) iPad	Puppet Pals iPad
topic link	English (sentence structure and spelling) History (linked to Fire of London) PSHE (staying safe)	English (Text: Lost and found,Drama, Speaking and GPS, writing in first person, script writing) History (linked to Fire of London) Geography (linked to Antarctica)

Year: 2

Term: Spring

Topic : Heroes of the World

Computing Curriculum KS1	Information Technology Digital Literacy	Information Technology Digital Literacy
NC program of study	Use technology purposefully to organise digital content Use technology respectfully Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Use technology purposefully to organise digital content Use technology purposefully to manipulate digital content Use technology purposefully to retrieve digital content Use technology respectfully

	Use websites and show awareness of how to manage content (back button, home button)	Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies Use websites and show awareness of how to manage content (back button, home button)
Suggested task	Create an adventure story about a hero Challenge: use the picture space to give unspoken clues about the story	Create a PowerPoint presentation about a person of interest Challenge: use animations between slides and text boxes
SOFTWARE AND HARDWARE	2create a story Purple Mash PC or iPad	Microsoft PowerPoint PC
topic link	English (sentence structure, spelling, writing in second person) History (linked to events of the hero) Geography (location of story) Art (using detail to support story and give clues)	English (GPS) Art (layout, font, colour choice) History (linked to the person of interest/ last term's history)

Year: 2

Term: Summer

Topic : Location Location!

Computing Curriculum KS1	Computer Science Digital Literacy	Computer Science
NC program of study	Understand that algorithms are implemented as programs on digital devices Understand that programs execute by following precise instructions Explore what happens when sequences are changed and debug simple programs Use logical reasoning to predict the behaviour of simple programs Use technology respectfully	Understand that algorithms are implemented as programs on digital devices Understand that programs execute by following precise instructions Explore what happens when sequences are changed and debug simple programs Use logical reasoning to predict the behaviour of simple programs
Suggested task	Code the robot so it can move around obstacles without pausing map of SW18 landmarks. (e.g. Wimbledon park, Windmill, Tennis Lawns etc.) Challenge: code the robot with an error	Use a joystick to control direction and speed and create a drawn route for the robot to follow (based on landmarks in Wandsworth). Challenge: begin to use block coding

SOFTWARE AND HARDWARE	Beebot and Scratch Jnr Beebot robots Scratch Jnr iPad	Dash and Sphero coding Dash robots (3 weeks) Sphero robots (3 weeks) Dash Go Sphero Edu Sphero Play
topic link	Maths (directional language)	Maths (directional and number language)

Tier 1 (every lesson words)

Keyboard, Mouse, Screen, Space bar, iPad, PC, Login, Instructions, Information, Technology, Share, Save, Create, Internet

Tier 2 (topic linked words)

Information sources, Communication, Purposes, Website content, Appropriate/inappropriate sites, Keyword searching, Sequence, Command, Control, Execute, Private Information, Data, Social Media, Communicate, Offline, Online, World Wide Web (WWW), Documents, Index finger typing, Enter/return, Caps lock, Forward, Backward, Right-angle turn, Program, Image, Text, Animation

Tier 3 (technical, low frequency words)

Autumn

Cyber-bullying
Digital footprint
Voice recognition
Wireless,

Spring

Insert
Copy
Paste
Digital
Paint effects
Templates

Summer

Algorithm
Sequence
Debug
Predict

Year: 3

Term: Autumn

Topic : Stones and Bones

Computing Curriculum KS2	Information Technology Digital Literacy	Computer Science
NC program of study	Use search technologies effectively Use a variety of software to accomplish given goals Collect information Design and create content Present information Use technology responsibly Identify a range of ways to report concerns about contact Use websites and manage common features (hyperlinks, playing video, sharing webpages) Begin to show an understanding of URL	Write programs that accomplish specific goals Use sequence in programs Work with various forms of input Work with various forms of output Begin to use block coding to control an object or character in software
Suggested task	Create an information poster about the Stone Age including text boxes, images and varying font for effect Challenge: include a border, page colour and wrap text	Create an animation of volcanic eruption with lava moving across the screen Challenge: include a moving background
SOFTWARE AND HARDWARE	e-safety and Microsoft Word PC	2animate PC and iPad
topic link	English (sentence structure, punctuation, spelling, writing in third person) PSHE (safe searching) History (knowledge of Stone Age)	Art (choice of colour and detail)

Year: 3

Term: Spring

Topic : Marvellous Inventions

Computing	Computer Science	Computer Science
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Curriculum KS2	Information Technology	
NC program of study	Use search technologies effectively Use a variety of software to accomplish given goals Collect information Design and create content Present information Write programs that accomplish specific goals Use sequence in programs	Write programs that accomplish specific goals Use sequence in programs Work with various forms of input Work with various forms of output Begin to use block coding to control an object or character in software
Suggested task	Create an animation with a background and moveable items (imaginative machine) Challenge: include more than one character and set the speed for clarity	Use block coding to move a sprite and use the action and motion blocks, including the use of 'repeat'- linked to a renewable energy source. Challenge: link to a second page and code sprites to interact with each other
SOFTWARE AND HARDWARE	iMotion Toontastic iPad	Scratch Jnr Swift Playgrounds iPad
topic link	Humanities (link to history of cartoons) Art (use of colour and detail) English (script writing, speaking and listening)	Maths (sequencing)

Year: 3

Term: Summer

Topic : The Romans Rule

Computing Curriculum KS2	Computer Science	Digital Literacy Information Technology
NC program of study	Write programs that accomplish specific goals Use sequence in programs Work with various forms of input Work with various forms of output Begin to use block coding to control an object or character in	Use search technologies effectively Use a variety of software to accomplish given goals Collect information Design and create content Present information

	software	Use technology responsibly Identify a range of ways to report concerns about contact Use websites and manage common features (hyperlinks, playing video, sharing webpages) Begin to show an understanding of URL
Suggested task	Use block coding to move a robot and debug for extended codes Challenge: create codes for play button, head buttons and loud sound	Create a new report about the Roman invasion Challenge: link to different backgrounds and include do ink props
SOFTWARE AND HARDWARE	Dash robots Dash Path Dash Wonder Blockly iPad	Green Screen Do ink green screen iPad
topic link	Maths (direction) Art/DT (building obstacles)	English (Drama, Speaking and Listening, GPS) PSHE (working as a team)

Tier 1 (every lesson words)

Keyboard, Mouse, Screen, Space bar, iPad, PC, Login, Instructions, Information, Technology, Share, Save, Create, Internet, Secure passwords, Devices

Tier 2 (topic linked words)

E-safety rules, Report abuse button, IT Information Technology, Copy, Paste, Presentations, Alignment, Multimedia, Brush size, School network, Collaborate, Appropriate online communication, Search tools, Appropriate websites, Owner

Tier 3 (technical, low frequency words)

Autumn

Repeats
Reflections
Green screening
Amend

Spring

Sequence instructions
Sequence debugging
Test + improve
Logo commands
Sequence programming

Summer

Sequence instructions
Sequence debugging
Test + improve
Logo commands
Sequence programming

Year: 4

Term: Autumn

Topic : Buckle up! Life's a journey

Computing Curriculum KS2	Information Technology Digital Literacy	Information Technology Digital Literacy
NC program of study	Select a variety of software to accomplish given goals Select, use and combine internet services Design and create content Present information Use technology responsibly Understand the opportunities computer networks offer for communication Identify a range of ways to report concerns about content Use a range of search engines and understand why results may vary	Select a variety of software to accomplish given goals Select, use and combine internet services Design and create content Collect and present data Present information Use technology responsibly Understand the opportunities computer networks offer for communication Identify a range of ways to report concerns about content Use a range of search engines and understand why results may vary
Suggested task	Create a comic about gods including images, speech, thoughts, captions and onomatopoeia Challenge: include a moral to the story supported by clues in the images	Create a PowerPoint presentation about why we should visit Modern Greece. Challenge: sequence animations within a page
SOFTWARE AND HARDWARE	e-safety and Comics Head iPad	Microsoft PowerPoint PC
topic link	English (sentence structure, spelling, writing in first person, onomatopoeia) PSHE (sharing a moral) History (linked to learning of gods and goddesses)	English (spelling, sentence structure, note-taking) History (linked to Greek gods) Geography (location)

Year: 4

Term: Spring

Topic : Blue Abyss

Computing Curriculum KS2	Computer Science	Computer Science
NC program of study	Design programs that accomplish specific goals Design and create programs Debug programs that accomplish specific goals Use repetition in programs Use conditional statements when block coding such as 'when....' Control or simulate physical systems Use logical reasoning to detect and correct errors in programs	Design programs that accomplish specific goals Design and create programs Debug programs that accomplish specific goals Use repetition in programs Use conditional statements when block coding such as 'when....' Control or simulate physical systems Use logical reasoning to detect and correct errors in programs
Suggested task	Use block coding to create a simple game based on travelling across oceans) Challenge: use repeat, degree turns and begin to write code	Applying known coding skills to a variety of software and program and debug. Use the robot to follow a path. Challenge: build a code purposefully incorrect for a peer to debug
SOFTWARE AND HARDWARE	Scratch PC	Dash Coding iPad
topic link	Maths (directional language)	Maths (directional language, angles)

Year: 4

Term: Summer

Topic : Sands of Time

Computing Curriculum KS2	Information Technology	Information Technology Digital Literacy
NC program of study	Select a variety of software to accomplish given goals Select, use and combine internet services Design and create content Collect and present data Present information	Select a variety of software to accomplish given goals Select, use and combine internet services Design and create content Collect and present data Present information Use technology responsibly Understand the opportunities computer networks offer for

		<p>communication</p> <p>Identify a range of ways to report concerns about content</p> <p>Use a range of search engines and understand why results may vary</p>
Suggested task	<p>Create a script and use Puppet Pals to act out the script with multiple characters moving at once (e.g. discovery of Tutankhamen's tomb)</p> <p>Challenge: take a picture and add it to the play</p>	<p>Create a movie advertising Egypt as a holiday destination.</p> <p>Challenge: add music and text to the movie</p>
SOFTWARE AND HARDWARE	<p>Puppet Pals</p> <p>iPad</p>	<p>iMovie</p> <p>iPad</p>
topic link	<p>English (script writing, speaking and listening, intonation)</p> <p>Geography (linked to Egypt)</p> <p>History (linked to Egyptians)</p>	<p>Music (choose suitable pitch/tempo)</p> <p>English (Drama/GPS)</p>

Tier 1 (every lesson words)

Keyboard, Mouse, Screen, Space bar, iPad, PC, Login, Instructions, Information, Technology, Share, Save, Create, Internet, Secure passwords, Devices, Search tools

Tier 2 (topic linked words)

E-safety rules, Report abuse button, IT Information Technology, Copy, Paste, Presentations, Alignment, Multimedia, Brush size, School network, Collaborate, Appropriate online communication, Appropriate websites, Owner, Hardware, Software, Multimedia, Specific purpose, Creating + modifying, Photo modifying, Keyboard shortcuts, Bullet points, Spell check
Constructive feedback

Tier 3 (technical, low frequency words)

Autumn

Digital Footprint,
QR Code,
Pop-up Block Cookies,
Fibres/cables,
Format,
Server Network,

Spring

Type + edit logo commands
Sensors
Open-ended problems
Bugs
Debugging
Complex programming

Summer

Database creation
Database searches
Inaccurate data

Year: 5

Term: Autumn

Topic : Laudable London

Computing Curriculum KS2	Digital Literacy Information Technology	Computer Science
NC program of study	Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Evaluate information Collect and present data Present information Use technology responsibly Understand the opportunities computer networks offer for collaboration Be discerning in evaluating digital content Show an awareness of the need for accuracy to search effectively Recognise acceptable/ unacceptable behaviour	Solve problems by decomposing them into smaller parts Use selection in programs Work with variables Use external triggers and infinite loops to control objects when coding Use logical reasoning to explain how some simple algorithms work Use logical reasoning to detect and correct errors in algorithms Understand computer networks, including the internet Appreciate how search results are ranked
Suggested task	Create a green screen movie about London or re-enact a scene from the past Challenge: use all three layers to make the movie	Create a game using scratch (include some of London's main landmarks). Challenge: create obstacles for a character to avoid controlled by the arrow keys
SOFTWARE AND HARDWARE	e-safety and Green Screen Do ink green screen GarageBand iPad	Scratch PC
topic link	English (Drama, GPS, Speaking and listening) Music (choose or create music) PSHE (working as part of a team) History (linked to London learning)	Maths (directional language, shape, angles) Art (creating scenes)

Year: 5

Term: Spring

Topic : Champions of Change

Computing Curriculum KS2	Information Technology Digital Literacy	Information Technology Digital Literacy
NC program of study	Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Analyse information Evaluate information Collect and present data Present information Use technology responsibly Understand the opportunities computer networks offer for collaboration Be discerning in evaluating digital content Show an awareness of the need for accuracy to search effectively Recognise acceptable/ unacceptable behaviour	Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Analyse information Evaluate information Collect and present data Present information Use technology responsibly Understand the opportunities computer networks offer for collaboration Be discerning in evaluating digital content Show an awareness of the need for accuracy to search effectively Recognise acceptable/ unacceptable behaviour
Suggested task	Create an animation about Victorian life Challenge: create music and add it to the animation	Use the toolbar features common with Microsoft and Apple software (link to statistics about the Industrial Revolution). Challenge: create a leaflet explaining the differing software with a balanced argument for the usage of each
SOFTWARE AND HARDWARE	iMotion iPad	Microsoft Word Microsoft Excel Apple Pages Apple Numbers Apple Keynote PC iPad
topic link	Maths (data handling)	Art/DT (creating, drawing, painting, modelling)

Year: 5

Term: Summer

Topic: Traders and Raiders

Computing Curriculum KS2	Information Technology Computer Science	Information Technology Computer Science
NC program of study	Solve problems by decomposing them into smaller parts Use selection in programs Work with variables Use external triggers and infinite loops to control objects when coding Use logical reasoning to explain how some simple algorithms work Use logical reasoning to detect and correct errors in algorithms Understand computer networks, including the internet Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Analyse information Evaluate information Collect and present data Present information	Solve problems by decomposing them into smaller parts Use selection in programs Work with variables Understand computer networks, including the internet Appreciate how search results are ranked Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Analyse information Evaluate information Collect and present data Present information
Suggested task	Create a piece of music to support a video clip e.g. Viking War chant Challenge: use a range of instruments and adapt pitch and tempo for effect	Create a green screen video supported by props and merge it with iMovie adding text and music Challenge: Link scenes together
SOFTWARE AND HARDWARE	Garage band iPad	iMovie and Do ink (green screen) iPad
topic link	Music (pitch, tempo, timbre)	English (script writing) PSHE (working as a team) Humanities (linked to survivor knowledge) Art and DT (creating props)

Tier 1 (every lesson words)

Keyboard, Mouse, Screen, Space bar, iPad, PC, Login, Instructions, Information, Technology, Share, Save, Create, Internet, Secure passwords, Devices, Search tools, Informed choices, Collaboration, Responsibility

Tier 2 (topic linked words)

Responsible online communication, Virus threats, Blogs, Messaging, Internet parts, Searching strategies, Webpages, Hardware + software control, Change inputs, Different outputs, Articulate solutions, Commands, Online sharing, Multimedia effects, Editing tools, Refining Online sharing, Digital content, Privacy, Social Media, Problem solving, Present answers, Analyse information Question data, Interpret

Tier 3 (technical, low frequency words)

Autumn

Explore procedures
Refine procedures
Variable
Multimedia modification
Transitions
Hyperlinks

Spring

Hyperlink
Plagiarism
Citing sources
Trolling
Influencers

Summer

Spreadsheets
Complex searches (and/or: </>)
Explore procedures
Refine procedures
Variable
Multimedia modification

Year: 6

Term: Autumn

Topic : Darwin's Delights

Computing Curriculum KS2	Computer Science	Information Technology Digital Literacy
NC program of study	Design and write programs to solve problems Use sequences, repetition, inputs, variables and outputs in programs Detect and correct errors in programs Understand uses of networks for collaboration & communication Be discerning in evaluating digital content Understand computer networks, including the internet Appreciate how search results are ranked	Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Create data and begin to analyse data Evaluate data with reasoning Design and create systems Choose from a range of software to best present information Use technology responsibly Understand the opportunities computer networks offer for collaboration Be discerning in evaluating digital content
Suggested task	Create a song by coding the robot Plan then create art by coding the robot Challenge: move on from 'block' coding to 'script' coding	Create: Create an advert for the Galapagos Islands or weather reports from the region Challenge: create data in excel, place into a document and discuss.
SOFTWARE AND HARDWARE	Dash coding (including music and art accessories) Dash robots Dash Xylo Dash Blocky Dash Path iPad	iMovie, Do ink GarageBand Green screen iPad
topic link	Music (notation) Art (design)	Maths (sequencing, percentages, number work) Art (layout, colour, font)

Year: 6

Term: Spring

Topic : Does the Heart Ever Stop?

Computing Curriculum KS2	Computer Science Information Technology Digital Literacy	Information Technology
NC program of study	Design and write programs to solve problems Use sequences, repetition, inputs, variables and outputs in programs Detect and correct errors in programs Understand uses of networks for collaboration & communication Be discerning in evaluating digital content Understand computer networks, including the internet Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Create data and begin to analyse data Evaluate data with reasoning Design and create systems Use technology responsibly Understand the opportunities computer networks offer for collaboration	Combine a variety of software to accomplish given goals Select, use and combine software on a range of digital devices Analyse data Evaluate data Design and create systems Present information
Suggested task	Create a playable game Challenge: extend the world and create a goal for the playing	Create data (charts, graphs) and compare apple and Microsoft versions of software – crime statistics. Challenge: Design and create systems in response to a given goal, paying attention to the needs of a known audience
SOFTWARE AND HARDWARE	Kodu PC	Data and graphs (Microsoft Excel and Apple Pages)Microsoft word (1 week) Apple Pages (1 week) Microsoft Excel (1 week) Apple Numbers (1 week) Microsoft PowerPoint (1 week) Apple Keynote (1 week) PC iPad
topic link	Geography (features of a landscape)	Maths: statistics

Year: 6

Term: Summer

Topic : Is it ever right to fight?

Computing	Information Technology Digital Literacy	Information Technology
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Curriculum KS2		
NC program of study	<p>Combine a variety of software to accomplish given goals</p> <p>Select, use and combine software on a range of digital devices</p> <p>Create data and begin to analyse data</p> <p>Evaluate data with reasoning</p> <p>Design and create systems</p> <p>Choose from a range of software to best present information</p> <p>Use technology responsibly</p> <p>Understand the opportunities computer networks offer for collaboration</p> <p>Be discerning in evaluating digital content</p> <p>Show an understanding of how filtering and monitoring tools affect their use of the internet and vary results</p>	<p>Combine a variety of software to accomplish given goals</p> <p>Select, use and combine software on a range of digital devices</p> <p>Create data and begin to analyse data</p> <p>Evaluate data with reasoning</p> <p>Design and create systems</p> <p>Choose from a range of software to best present information</p>
Suggested task	<p>Create an ebook about an aspect of WW2</p> <p>Challenge: create a fiction and non-fiction ebook and determine how background and image supports the content</p>	<p>Create a review persuasive poster to encourage people to come to the school fair</p> <p>Challenge: recognise the features that are in Microsoft Publisher and discuss and compare Publisher vs Word</p>
SOFTWARE AND HARDWARE	<p>eBook Creator</p> <p>iPad</p>	<p>Microsoft Publisher</p> <p>PC</p>
topic link	<p>English (sentence structure, spelling, punctuation)</p> <p>History (linked to Traders and Raiders)</p> <p>Geography (linked to Traders and Raiders)</p>	<p>English (persuasive writing, sentence structure, spelling, punctuation)</p>

Tier 1 (every lesson words)

Keyboard, Mouse, Screen, Space bar, iPad, PC, Login, Instructions, Information, Technology, Share, Save, Create, Internet, Secure passwords, Devices, Search tools, Informed choices, Collaboration, Responsibility

Tier 2 (topic linked words)

Responsible online communication, Virus threats, Blogs, Messaging, Reputable Source, Verify, Anonymity, Script, Generate, Process, Interpret, Store, Investigations, Present information
Plausibility, Interrogate, Appropriate online tools, Audience, Atmosphere, Structure, Information collection, Storing; Plan, program, test & review a program; Program writing

Tier 3 (technical, low frequency words)

Autumn

HTML (hyper-text mark-up language)
URL (Uniform Resource Locater)
Appropriate data tool

Spring

Copyright
HTML code

Summer

Predicting outputs
Control mimics + devices
Sensors
Measure input
Create variables
Link errors

Enrichment Map Computing 2020-21

Year group	Autumn term	Spring term	Summer term
Year 1	Magnificent Me STEM day – Science, Computing , DT, Maths	All aboard ...! STEM day – Science, Computing , DT, Maths	Food Glorious Food! STEM day – Science, Computing , DT, Maths
Year 2	Fire and Ice STEM day – Science, Computing , DT, Maths	Heroes of the World STEM day – Science, Computing , DT, Maths	Location Location! STEM day – Science, Computing , DT, Maths
Year 3	Stones and Bones! STEM day – Science, Computing , DT, Maths	Marvellous inventions STEM day – Science, Computing , DT, Maths	The Romans Rule! STEM day – Science, Computing , DT, Maths
Year 4	Buckle up! Life's a Journey STEM day – Science, Computing , DT, Maths	Blue Abyss STEM day – Science, Computing , DT, Maths	Sands of Time STEM day – Science, Computing , DT, Maths
Year 5	Laudable London STEM day – Science, Computing , DT, Maths	Champions of Change STEM day – Science, Computing , DT, Maths	Traders and Raiders STEM day – Science, Computing , DT, Maths
Year 6	Darwin's Delights STEM day – Science, Computing , DT, Maths	Does the Heart Ever Stop STEM day – Science, Computing , DT, Maths	Is it ever right to fight? STEM day – Science, Computing , DT, Maths

Key Dates for Computing:

2021

14th – 20th September: **National Coding Week**

2022

8th February: **Safer Internet Day**

March: **Women's History Month**