



KS2 Computing - Long term plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2AG	<p>Swimming</p> <p>Cross-curricular links to computing within the topic of Space in the genre of Non-Narrative:</p> <ul style="list-style-type: none"> • Use of ipads and laptops developing word processing skills to write a set of instructions. • Basic programming skills such as following instructions, giving instructions and programming beebots. <p>Outcome: Early stages of programming</p>	<p>Digital Art</p> <p>Software: Microsoft Word/ Textease</p> <p>Students will use Microsoft Word and Textease to create a Christmas Card. They will develop a variety of skills including drag, drop, formatting skills such as adding colours and pictures.</p> <p>Outcome: Christmas Card</p>	<p>Swimming</p> <p>Cross-curricular links to computing with the topic of At the Farm in the genre of Narrative:</p> <ul style="list-style-type: none"> • Use of ipads and laptops developing word processing skills to write own story based on animals at the farm using Microsoft Word. 	<p>Word Processing Skills</p> <p>Software: Microsoft Powerpoint</p> <p>Students will use Microsoft Powerpoint to write an Easter Story adding pictures to add detail. Students will practise copying and pasting skills and will use the internet to find appropriate pictures.</p> <p>Outcome: Easter Story</p>	<p>Swimming</p> <p>Cross-curricular links to computing with the topic of Pirates/Treasure Island in the genre of Narrative:</p> <ul style="list-style-type: none"> • Use of ipads and laptops developing word processing skills to write own story based on English Curriculum using Microsoft Word. • Sequence life cycles using software online practising basic drag and drop skills. 	<p>Digital Art</p> <p>Software: Paint</p> <p>Students will use Paint to design a digital piece of Artwork using shapes and other styles of art. Students will relate this to their topic of People Who Help Us to create and picture for someone they want to thank.</p> <p>Outcome: Piece of Art</p>
2FM	<p>Computing Literacy</p> <p>Students will begin to experience programming using hardware such as beebots. Sequencing skills will be developed alongside instructional speaking and writing.</p> <p>Outcome: Early stages of programming</p>	<p>Swimming</p> <p>Cross-curricular links to computing with the topic of Once Upon a Time in the genre of Narrative:</p> <ul style="list-style-type: none"> • Use of ipads and laptops developing word processing skills to write up traditional tales with an alternative ending based on the English curriculum. 	<p>E-Safety & Physical development</p> <p>Software: Computing dance mat</p> <p>Students will develop their keyboard recognition and understanding of computer parts.</p> <p>Outcome: Early stages of keyboard recognition to develop typing skills</p>	<p>Swimming</p> <p>Cross-curricular links to computing with the topic of Dinosaurs in the genre of Non-Narrative:</p> <ul style="list-style-type: none"> • Use of ipads and laptops developing word processing skills to write a report including headings and subheadings using Microsoft Word. 	<p>Digital Art</p> <p>Software: Doodle Buddy</p> <p>Students will use Paint to design a digital piece of Artwork using shapes and other styles of art. Students will relate this to their topic of People Who Help Us to create and picture for someone they want to thank.</p> <p>Outcome: Painting and graphics</p>	<p>Swimming</p> <p>Cross-curricular links to computing with the topic of People who help us in the genre of Non-Narrative:</p> <ul style="list-style-type: none"> • Use of ipads and laptops developing word processing skills on Microsoft Word to write a recount.