



**Lower School Computing  
Long Term Plan - Pathway 1**

Long Term Plan	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Pathway 1 topic</b>	Moon Zoom!	Coastlines	Rio De Vida	Marvellous Machines	Enchanted Woodlands	Scrumdiddlyumptious
<b>Pathway 1 Computing topic</b>	Programming	Word Processing	Digital Art	E-safety	Photography and Media	Presentation skills
<b>Overview</b>	Students will be introduced to the principles of programming through unplugged tasks and the use of Bee-Bots. They will be introduced to algorithms as a set of step-by-step instructions given to a device.	This Word Processing Skills unit will teach students the basic typing and word processing skills. Students will learn how to type with two hands, use the shift, space and enter key properly, and edit work by using the backspace, delete and arrow keys. Students will then go on to learn how to use undo and redo and to select and format text.	In this unit about Digital Painting, students will learn the skills associated with painting pictures on a PC device. Students will explore changing brush style and size; changing colours; drawing shapes and filling them; using tools to remove mistakes and adding text.	In this unit, students learn about the potential dangers in the online world and what basic steps we all need to take in order to have positive digital experiences. Students learn the SMART rules and look at what information should be kept safe when using the Internet.	Students will learn all about cameras and what each button can do! Students will use cameras to take photos and use their functional skills to label and explain what they find out about their topic Enchanted Woodlands.	Students will begin to use Microsoft Powerpoint. They will explore how to use Microsoft Powerpoint functions and will learn how to independently create a powerpoint relating to their topic.



**Lower School Computing  
Long Term Plan - Pathway 2**

Long Term Plan	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Pathway 2 topic</b>	Moon Zoom!	Emperors and Empires	Carnivals	Coastline	Predator!	Scrumdiddlyumptious
<b>Pathway 2 Computing topic</b>	Programming	Technology around us	E-safety	Digital Artists	Presentation skills	Using the internet
<b>Overview</b>	Students will be introduced to the principles of programming through unplugged tasks and the use of Bee-Bots. They will be introduced to algorithms as a set of step-by-step instructions given to a device.	In this unit, students begin by learning about a range of technology in familiar settings, such as school and the home, before being introduced to technology in the wider world. They will learn the difference between technology and information technology and will begin to understand the benefits of using information technology.	In this unit, students learn about the potential dangers in the online world and what basic steps we all need to take in order to have positive digital experiences. Students learn the SMART rules and look at what information should be kept safe when using the Internet.	In this unit about Digital Artists, students will learn about different artists and artistic styles and how to replicate these using digital painting software. Students will start by exploring pointillism and then move on to Mondrian, cubism, impressionism and pop art.	Students will begin to use Microsoft Powerpoint. They will explore how to use Microsoft Powerpoint functions and will learn how to independently create a powerpoint relating to their topic.	Students are shown how to search the Internet using one word; how to make sense of the returned results; how to use "for kids" to return more suitable results; how to follow links and return to the search results. The students then learn to blog safely and responsibly.