

Computing Spring 1 Overview

Art	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Unit	Animated Story Books	Questioning	Email	Logo Hardware Investigators	Game Creator	Text Adventures
Outline	To add animation and sound to a story.	Practice using different tools to handle data	Explore emails by composing, adding attachments and sending and replying.	Use Logo function to explore and use a range of coding instructions. Learn the names and different functions of computer hardware.	Design and create a computer game Evaluate a computer game	Describe what a text adventure is. Map out a story-based text adventure. Use a programme to record their ideas.
Learning objectives	<ul style="list-style-type: none"> To introduce e-books and the 2Create a Story tool. To add animation to a story. To add sound to a story, including voice recording and music the children have composed. To work on a more complex story, including adding backgrounds and copying and pasting pages. To share e-books on a class display board. 	<ul style="list-style-type: none"> To learn about data handling tools that can give more information than pictograms. To use yes/no questions to separate information. To construct a binary tree to identify items. To use 2Question (a binary tree database) to answer questions. To use a database to answer more complex search questions. To use the Search tool to find information 	<ul style="list-style-type: none"> To think about different methods of communication. To open and respond to an email using an address book. To learn how to use email safely. To add an attachment to an email. To explore a simulated email scenario. 	<ul style="list-style-type: none"> To learn the structure of the coding language of Logo. To input simple instructions in Logo. Using 2Logo to create letter shapes. To use the Repeat function in Logo to create shapes. To use and build procedures in Logo. <p>To understand the different parts that make up a computer.</p> <ul style="list-style-type: none"> To recall the different parts that make up a computer. 	<ul style="list-style-type: none"> To plan a game. To design and create the game environment. To design and create the game quest. To finish and share the game. To self and peer evaluate. 	<ul style="list-style-type: none"> To find out what a text adventure is. To use 2Connect to plan a story adventure. To make a story-based adventure using 2Create a Story. To read and understand given code for a text adventure game. To debug and improve a text adventure game.
Key Skills	<ul style="list-style-type: none"> Know the difference between a traditional book and an e-book. Children can use the different drawing tools to create a picture on 	<ul style="list-style-type: none"> Understand that the information on pictograms cannot be used to answer questions that are more complicated 	<ul style="list-style-type: none"> List a range of different ways to communicate. Use 2Connect to highlight the strengths and weaknesses of each method. 	<ul style="list-style-type: none"> Follow simple 2Logo instructions to create shapes on paper. Follow simple instructions to create shapes in 2Logo. 	<ul style="list-style-type: none"> Understand that programming software can create simple and complex simulations Design and create programs using decomposition. 	<ul style="list-style-type: none"> Select, use and combine internet services to create digital 'content' (inc. programs and systems).

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	<p>the page. • Children can add text to a page</p> <ul style="list-style-type: none"> • Open previously saved work. • Add an animation to a page. • Play the pages created. • Save changes and overwrite the file. • Add a sound to the page. • Add voice recording to the page. • Create music for a page. • Add a background to the page. • Use the additional drawing tools on My Story mode. • Change the font style and size • Use the copy and paste function to add more pages to their animated e-book. • Share their e-books on a class story book display board. 	<ul style="list-style-type: none"> • Use a range of yes/no questions to separate different items. • UNderstand what is meant by a binary tree. • Designed a binary tree to sort pictures of children. • Understand that questions are limited to 'yes' and 'no' in a binary tree. • Understand that the user cannot use 2Question to find out answers to more complicated questions. • Matched 2Simple item pictures to names using a binary tree. • Used a database to answer simple and more complex search questions. 	<ul style="list-style-type: none"> • Open an email and respond to it. • Sent emails to other - children in the class. • Written rules about how to stay safe using email. • Contributed to classmates' rules. • Understand the importance of draft • Created a quiz about email safety which explores scenarios that they could come across in the future. • Create title screens for their quizzes explaining what the quiz is about, and how to play it. • Attach work to an email. • Know what CC means and how to use it • Read and respond to a series of email communications. • Attach files appropriately and use email communication to explore ideas. 	<p>Create 2Logo instructions to draw patterns of increasing complexity. • Understand the pu and pd commands. Write 2Logo instructions for a word of four letters Can follow 2Logo code to predict the outcome. Can create shapes using the Repeat command. Can find the most efficient way to draw shapes. Can use the Procedure feature. Can create 'flowers' or 'crystals' using 2Logo</p>	<ul style="list-style-type: none"> • Use programming software to create simulations. • Understand the importance of content and editing to produce digital content for specific audiences. • Design programs to accomplish specific tasks or goals. • Know that images (still and moving) can be used to enhance presentations or communicate ideas. • Make effective use of transitions and animations in presentations. Consider their appropriateness and overall effect on the audience. Independently select, process and import images, video and sounds from a variety of sources to enhance work. • Know when it is appropriate to use sound/music to communicate with an audience. • Discuss and evaluate own and others' images and movies, refining for given audience or task. • Use programming software to create simulations. • Understand the importance of content and editing to produce digital content for specific audiences. 	<ul style="list-style-type: none"> • Demonstrate awareness of intended audience in work. • Plan and create a short animated sequence to communicate a specific idea, using a storyboard and timeline. • Understand the importance of content and editing to produce digital content for specific audiences. • Understand that many different devices can be used in isolation and sometimes together to produce digital 'content'. • -Select suitable text, sounds and graphics from other electronic sources, and import into own work. • Develop the use of hyperlinks to produce more effective, interactive, non-linear presentations. • Develop consistency across a document - same style of font, colour, body text size, etc.
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						<ul style="list-style-type: none"> Understand that computers can save digital images, graphics and movies in many different file formats and that some are better suited to certain purposes than others
Key Vocab	Animation E-book Sound Background Edit Sound Effect Clip Art Gallery Font Text	Binary Tree Field Record Data Pictogram Search Database Question Sort	Address book CC Email Personal Information Attachment Communication Inbox Save to draft BCC Compose Password Trusted Contact	Debugging LOGO Commands (e.g FD, BK, RT, LT) Pen Up Grid Multi Line Mode Prediction LOGO Pen Down Procedure Components CPU. Graphics Card. Hard Drive Motherboard Main Network Card Output Peripherals Software	Animation. Computer game. Customise Evaluation Image Instructions Interactive Screenshot Texture Perspective Playability	Text-based Adventure Debug\ Debugging Sprite Selection Function Flow of Control Step Through align animation combine bold compose fill image narration multimedia layer cut underline
	What is 2Create a Story? What is an animated story? How can I make my story better?	How does a Pictogram show information? How is information organised in a binary tree? How can a database help organise information?	What is email? What should I do if I receive an email that makes me upset or scared? What information can I send in an email?	What is Logo? What is the difference between hardware and software?	What is the 2DIY3D tool on Purple Mash? What makes a good computer game? Why is it important to continually evaluate your game?	What is a text-based adventure? Why is it important to plan a text-based adventure?