



Glendale Infant School

Computing Long Term Planning

Year Group	Autumn	Spring	Summer
Reception	<p>Digital Literacy</p> <p>Recognise purposes for using technology in school and at home. Understand that things they create belong to them and can be shared with others using technology. Recognise that they can use the Internet to play and learn. Identify where to go for help when they have concerns about content on the internet or other online technologies.</p> <p>Introduce and promote SMART Rules (refer to the poster on display in the classroom). S is for safe- Never give your personal information to people that you do not know. M is for meet- Never arrange to meet with strangers. A is for Accepting- Never accept emails or messages from people that you do not know as they might contain a virus. R is for reliable- Not everything that you read on the internet is true. T is for tell- If anything upsets you on the internet always tell a trusted adult.</p>	<p>Computer Science</p> <p>Help adults operate equipment around the school, independently operate simple equipment and use simple software to make things happen e.g. use purple mash.</p> <p>Explore options and make choices with toys, software and websites as a class:</p> <ul style="list-style-type: none"> • playing games on the interactive whiteboard • exploring an old typewriter • using a Bee-bot press buttons and talk about how to give intrusions to make them move • use remote control cars and discuss to make them move to certain location <p>(Spring 1 – Safer Internet Day, whole school ‘Computing’ day)</p> <p>Recap and reinforce SMART Rules (refer to the poster on display in the classroom).</p>	<p>Information Technology</p> <p>Use a mouse to rearrange objects and pictures on a screen. Recognise text, images and sound when using ICT. Use a camera or sound recorder to collect photos or sound Use paint programs to create pictures. Begin to use a keyboard Type with Tizzy. Develop an interest in ICT by using age appropriate websites, programs or apps.</p> <p>Technology in the Early Years can mean:</p> <ul style="list-style-type: none"> • taking a photograph with an iPad or tablet • searching for information on the internet • watching a video clip • listening to music <p>Recap and reinforce SMART Rules (refer to the poster on display in the classroom).</p>
Year 1	<p>Digital Literacy</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Recognise common uses of information technology beyond school.</p>	<p>Computer Science</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p>	<p>Information Technology</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Children should be able to:</p> <ul style="list-style-type: none"> • follow instructions to create a digital product e.g. poster, graph, picture • use a range of programmes with guidance • store work and name it appropriately



Glendale Infant School

Computing Long Term Planning

	<p>Introduce and promote SMART Rules (refer to the poster on display in the classroom). S is for safe- Never give your personal information to people that you do not know. M is for meet- Never arrange to meet with strangers. A is for Accepting- Never accept emails or messages from people that you do not know as they might contain a virus. R is for reliable- Not everything that you read on the internet is true. T is for tell- If anything upsets you on the internet always tell a trusted adult.</p>	<p>Use logical reasoning to predict the behaviour of simple programs. (Spring 1 – Safer Internet Day, whole school ‘Computing’ day) Recap and reinforce SMART Rules (refer to the poster on display in the classroom).</p>	<ul style="list-style-type: none"> retrieve the work saved with support <p>Recap and reinforce SMART Rules (refer to the poster on display in the classroom).</p>
<p>Year 2</p>	<p>Digital Literacy</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Recognise common uses of information technology beyond school.</p> <p>Introduce and promote SMART Rules (refer to the poster on display in the classroom). S is for safe- Never give your personal information to people that you do not know. M is for meet- Never arrange to meet with strangers. A is for Accepting- Never accept emails or messages from people that you do not know as they might contain a virus. R is for reliable- Not everything that you read on the internet is true. T is for tell- If anything upsets you on the internet always tell a trusted adult.</p>	<p>Computer Science</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. (Spring 1 – Safer Internet Day, whole school ‘Computing’ day) Recap and reinforce SMART Rules (refer to the poster on display in the classroom).</p>	<p>Information Technology</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Children should be able to:</p> <ul style="list-style-type: none"> follow instructions to create a digital product e.g. poster, graph, picture use a range of programmes with guidance store work and name it appropriately <p>retrieve the work saved with support</p> <p>Recap and reinforce SMART Rules (refer to the poster on display in the classroom).</p>