

KS2 Medium Term Plan for Computing

		A (Year 3 and 5 projects)	B (Year 4 and 6 projects)
Autumn	LKS2	Autumn 1: 'Document Editing & Storyboards' Thread: Information Technology – To format documents. – To copy and paste. – To add and edit characters, including changing posture, expression and clothing to a storyboard. – Add narration and speech bubbles, including formatting text. Autumn 2: 'Digital Art & Stop Motion' Thread: Digital Literacies – To use various lines and fill tools plus copy/paste and rotation to create pattern effects. – To use shapes, fill, copy/paste, zoom and flip to create reflective symmetry. – To create a short stop motion animation.	Autumn 1: 'Creating an Ebook' Thread: Information Technology – To choose a suitable page shape and add a title and subtitle. – To change the background colour/texture of a page. – To add, resize and change the colour of a shape then copy and paste it. Autumn 2: 'Graphic Design & Stop Motion' Thread: Digital Literacies – To create an icon using different shapes and fill tools. – To combine shapes and lines, then arrange them in front/behind each other. – To combine shapes, colour and text to re-create an icon. – To create a short stop motion animation including text.
	UKS2	Autumn 1: 'Systems & Emails' Thread: Information Technology - To understand the importance of an operating system and its key features. (Introduction activity). - To demonstrate important operating system skills (organising files etc). - To understand what an email is and how to use it safely - To write and send an appropriate email. Autumn 2: 'App Design on PPT' Thread: Digital Literacies – To use the tools in different presentation software (PowerPoint, Keynote) to design an app about your school. – Edit slide size and background colour – Add text & Images (including transparent ones) on different pages.	Autumn 1: 'Key skills & Graphic Design' Thread: Information Technology – To add, adjust and fill shapes. – To group shapes to improve accuracy and speed. – To use a colour picker correctly (Keynote and PowerPoint only). – To accurately rotate shapes. Autumn 2: 'Music Creation' Thread: Digital Literacies & Information Technology – Layer tracks using sounds and effects. – Create effective instrument tracks. – Count a set number of bars. – Edit tracks and effectively adjust volume and add effects.

Spring	LKS2	Spring 1: 'Programming in Scratch' Thread: Computer Science – To design, write and debug programs that accomplish specific goals. – To use repetition in programs. (Activity 2). – To work with various forms of inputs; keyboard, mouse and touch screen. Spring 2: 'Branching Databases & Infographics' Thread: Data & Information – To add and label objects. – To ask questions to sort (classify) objects correctly. – To understand what an infographic is and why we use them. – To search for and add suitable graphic elements.	Spring 1: 'Programming using a MicroBit' Thread: Computer Science – To program inputs with loops, selection and sensing for interactions. – To work with variables and various forms of input and output on an individual MicroBit device – Debug programs that accomplish goals (correcting errors). Spring 2: 'Data Handling in Excel' Thread: Data & Information – To change appearance of cells in a spreadsheet (fill colour and border) then add and align text. – To find and add data to a spreadsheet, and create a suitable chart with a title.
	UKS2	Spring 1: 'Programming in Scratch' Thread: Computer Science – To program inputs for control, selection (conditions) and sensing for interaction and data variables for scoring and a game timer (Activity 1). – Program distance sensing and movement (Activity 2). – Program Inputs, outputs, loops, selection, sensing and variables. Spring 2: 'Data Handling - charts' Thread: Data & Information – To select and use non-adjacent cells plus resize multiple cell widths and copy/paste cells. – To find data and create a spreadsheet to suit it. – To use formulae to find totals and maximum/minimum numbers.	Spring 1: 'Programming – code.org' Thread: Computer Science – To program inputs, selection, loops and random variables (operators) for unpredictability. – To program inputs, selection (conditions), sensing, random variables, operators for direction and data variables for scoring. Spring 2: 'Data Detectives / Computers Past, Present & Future' Thread: Data & Information – To use comprehension skills to find clues that match the column headings of a spreadsheet. – To use spreadsheet tools (filters and conditional formatting) to find the specific data to match the clues.

Summer	LKS2	Summer 1: 'Comic & Music Creation' Thread: Digital Literacies – To add, resize and organise colour or picture backgrounds. – To add, resize, organise characters/objects to different panels. – To add narration using text and direct speech using speech bubbles. – To create ascending and descending scales. – To add chords evenly across the scales. Summer 2: 'Programming in Kodu' Thread: Computer Science – To create a 3D place using various design tools. – To write a program to control a character using inputs. – To write a program with conditions to create an if statement (If the character touches an object it will disappear).	Summer 1: '3D Design' Thread: Digital Literacies – To understand 3D spacial awareness. – To add 3D shapes, resize, adjust height, duplicate and use the different perspective. – To re-create different types of buildings using 3D shapes. Summer 2: 'E-Safety' Thread: Computer Science – To understand what to do if something upsets you online. – To understand why and how people can be nasty online. – To describe the term 'sharing online' and why we need to get permission to share photos and videos of other people. – To understand why people pretend to be someone else online.
	UKS2	Summer 1: 'Networks, the internet & music creation' Thread: Digital Literacies – To understand Computer Networks, Internet, Cloud Computing and Bluetooth and how they help us. – To layer tracks using sounds and effects. (BeepBox activity). – To create effective instrument tracks. Summer 2: 'Programming – Code.org' Thread: Computer Science – To design, write & debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. – To use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	Summer 1: 'E-safety Year5/6' Thread: Digital Literacies – To understand why we only talk to people we know in the real world, when online. – To understand why we should not always trust what we read online and how to check. – To understand the importance of being kind in the real world and also online. – To understand the importance of using avatars and how to make them. Summer 2: 'Text-based programming' Thread: Computer Science – To change the variables of text-based commands. – To write text-based commands accurately and use fill effects, stamps and functions.

		– To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	– To write text-based commands to program digital art. (Y5 project)
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