Computing at Lowerplace 2018-19

	Autumn	Spring	Summer
Year 1	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 Smartie the penguin How a library works (including Kahoot quiz) How a bank works How a supermarket works	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions School day algorithm Lego algorithm Dance move algorithm Heads, shoulders, knees and toes algorithm	Create and debug simple programs use logical reasoning to predict the behaviour of simple programs Hand jive (1) Bluebot/robot activities (do children know commands, turtle marbles, from A to B, the best route) (2)
Year 2	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 Think u know activities Are computers clever?	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Crazy character algorithm Sharing sweets activity Spelling rules activity	Create and debug simple programs use logical reasoning to predict the behaviour of simple programs 2D shape drawing activity Human crane Scratch jr: Move a car, race, dribble basketball, moon, sunset, spooky scene.
Year 3	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	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Getting up algorithm design (1) Paper aeroplanes	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output

	Be internet sharp

Be internet alert | Pattern challenges

Playground games | Decomposition unplugged- Tut clap or jive activity

Fossil formation

Scratch:
Smoking car (3)

Pizza pickle (4) |
| Year 4 | 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

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

Be internet secure

Be internet kind

Choosing a search site (1)

Search results selection (2)

Search ranking (3) | Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

The intelligent piece of paper

Emotional robot

Puzzle algorithm

Exchange sort | Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output

Scratch:
Maths quiz selection (1)

Maths quiz variables (2)

Times tables |
| Year 5 | 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

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content | Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

Magic four aces

Australians magician dream

Maths sequences | Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output

Scratch:
Tiling patterns (1)- 4 lessons

Beetle geometry (2)- 4 lessons |

	Be internet sharp Be internet alert Understanding the internet		
Year 6	*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* *Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content* Be internet secure Be internet kind	*Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions* Box variables How neurons work Spelling algorithms	*Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output* Scratch: Mathematical relationships (1)- 4 lessons Coordinates and geometry (2)- 3 lessons