



**COMPUTING**

**Internet safety/ digital literacy lessons from purple mash**

**Computer science/coding lessons from Rodocode**

**Creative content to be taught in your daily/weekly iPad lessons**

<b>Computer Science Coding</b>	<b>Digital Literacy Internet Safety</b>
<b>Information technology Creative content</b>	
<b>Computational vocabulary across school</b>	
log in - log out - password - avatar - notification – username – save - tools - digital footprint - screen sharing – attachment - internet - email - blog - concept map- website - PEGI rating - webpage - spoof website – computer – virus – cookies – copyright – phishing – malware – plagiarism - identity theft - spam - online safety - citations - encryption - reputable - shared image – bibliography - reference	
pattern – code – instructions – sequence – programming – algorithm – command – run – debugging – test – loop – function- decomposition – bug – pattern recognition – optimise – iterate – nested loop – if statement – repeat until loop – variable – initialisation – incrementing – if else statement	

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Core coding vocabulary
N	<b>Unplugged activity</b> Understanding instructions	<b>Unplugged activity</b> Understanding instructions	<b>Unplugged activity</b> Giving commands	<b>Unplugged activity</b> Knowing that after a command and action will follow	<b>Unplugged activity</b> Recognising repeating patterns	<b>Tinkering with tech</b>	<b>Pattern</b> <b>Code</b>
R	<b>Communication and Language - Speaking</b>  <b>Understanding the World – People, Culture and communities</b>	<b>Expressive arts and design - Being imaginative and expressive</b>	<b>Literacy - Word reading</b>  <b>Physical Development – Gross Motor Skills</b>	<b>Mathematics – Number</b>  <b>Expressive Arts – Creating with materials</b>	<b>Physical development - Fine motor skills</b>	<b>PSED – Building relationships</b>  <b>Literacy - Writing</b>	<b>Code</b> <b>Instructions</b> <b>Pattern</b> <b>Sequence</b>

	Discuss – How can we stay safe online?	<b>Understanding the World - The natural World</b>	Discuss - Who to talk to if they find something they are unsure of – Identify people that can help.		How do they know if a website is appropriate?		
1	<b>Lesson 1 - Safe Logins</b> AIM - To understand how to log in safely and why it is important.  <b>Lesson 1 Introduction-Movement</b>	<b>Lesson 2 - My work Area</b> AIM – To understand how to store work safely.  <b>Lesson 2 Sequencing - rotation</b>	<b>Lesson 3 - Purple mash topics</b> AIM – To become familiar with Purple mash  <b>Lesson 3 Sequencing – pick up</b>	<b>Lesson 4 - Purple Mash tools</b> AIM – To understand the importance of logging out.  <b>Lesson 4 debugging Buggy code</b>	<b>Lesson 5 Loops – looping movement</b>	<b>Lesson 6 Functions – learn functions</b>  <b>Lesson 7 Assessment</b>	<b>Programming Algorithm</b> <b>Sequence</b> <b>Command</b> <b>Run button</b> <b>Debugging</b> <b>Test and learn</b> <b>Loop</b> <b>Function</b> <b>Pattern</b>
2	<b>Lesson 1 – Searching and sharing</b> AIM - To understand searching and how to refine it.  <b>Lesson 1 Sequencing – Master sequence</b>	<b>Lesson 2 Debugging – Buggy code</b>	<b>Lesson 2 – Email using 2 respond</b> AIM - To open and send online communication.  <b>Lesson 3 Loops – Looping movement</b>	<b>Lesson 4 Functions – Learn functions</b>	<b>Lesson 3 – Digital footprint</b> AIM - To understand that information online leaves a footprint.  <b>Lesson 5 Loops – Basic loops</b>	<b>Lesson 6 Debugging – Fixing bugs</b>  <b>Lesson 7 Course assessment</b>	<b>Programming Algorithm</b> <b>Sequence</b> <b>Decomposition</b> <b>Bug</b> <b>Debugging</b> <b>Test and learn</b> <b>Loop</b> <b>Function</b> <b>Pattern</b> <b>recognition</b> <b>Optimise</b>
3	<b>Lesson 1 – Safety in numbers</b> AIM - To know what makes a password safe.  <b>Lesson 1 Mastering basic loops</b>	<b>Lesson 2 Functions – Using functions</b>	<b>Lesson 2 – Fact or fiction</b> AIM – To consider if a website is always real.  <b>Lesson 3 Loops – spotting patterns</b>	<b>Lesson 4 Debugging – Fixing bugs.</b>	<b>Lesson 3 – Appropriate Content and ratings</b> AIM - To understand why PEGI restrictions exist.  <b>Lesson 5 Functions – creating functions</b>	<b>Lesson 6 Loops – trickier patterns.</b>  <b>Lesson 7 Course assessment</b>	<b>Loop</b> <b>Iterate</b> <b>Decomposition</b> <b>Function</b> <b>Pattern</b> <b>recognition</b> <b>Test and learn</b> <b>Optimise</b>

							Bug Debugging
4	<p><b>Lesson 1 – Going Phishing</b> AIM - To know how to protect yourself from online identity theft.</p> <p><b>Lesson 1 Loops – spotting patterns</b></p>	<p><b>Lesson 2 – Beware malware</b> AIM - To identify the risks and benefits of installing free and paid software.</p> <p><b>Lesson 2 Functions – creating functions</b></p>	<p><b>Lesson 3 Loops – trickier patterns</b></p>	<p><b>Lesson 3 – Plagiarism</b> AIM - To understand plagiarism and its consequences.</p> <p><b>Lesson 4 Debugging – horrible bugs</b></p>	<p><b>Lesson 4– Safety in numbers</b> AIM - To understand the importance of balancing screen time.</p> <p><b>Lesson 5 Loops – Nested loops</b></p>	<p><b>Lesson 6 Selection – If statements</b></p> <p><b>Lesson 7 Course Assessment</b></p>	<p>Loop</p> <p>Nested loop</p> <p>Iterate</p> <p>Decomposition</p> <p>Function</p> <p>Pattern recognition</p> <p>Optimise</p> <p>Bug Debugging</p> <p>If statement</p> <p>Condition</p>
5	<p><b>Lesson 1 – Responsibilities and support</b> AIM – To gain a greater understanding of the impact of sharing digital content.</p> <p><b>Lesson 1 Debugging - horrible bugs</b></p>	<p><b>Lesson 2 – Protecting privacy</b> AIM – To have a deeper understanding of protecting online footprint.</p> <p><b>Lesson 2 Functions and loops – custom solutions</b></p>	<p><b>Lesson 3 Loops – Nested loops</b></p>	<p><b>Lesson 3 – Citing sources</b> AIM – To understand the reliability and validity of internet sources.</p> <p><b>Lesson 4 Selection – if statements</b></p>	<p><b>Lesson 4 – Reliability</b> AIM – Ensuring reliability through different communication methods.</p> <p><b>Lesson 5 Loops – repeat until</b></p>	<p><b>Lesson 6 Variables – Tracking changes</b></p> <p><b>Lesson 7 Course assessment</b></p>	<p>Bug Debugging</p> <p>Decomposition</p> <p>Optimise</p> <p>Function</p> <p>Loop</p> <p>Nested loop</p> <p>Pattern recognition</p> <p>Iterate</p> <p>If statement</p> <p>Condition</p> <p>Repeated until loop</p> <p>Variable Initialisation</p>

6	<p><b>Lesson 1 – Message in a game</b>  AIM – To identify benefits and risk mobile devices.  <b>Lesson 1 Functions and loops - custom solutions</b></p>	<p><b>Lesson 2 Loops – repeat until</b></p>	<p><b>Lesson 2 – Online behaviour</b>  AIM – To understand appropriate online behaviour and how to protect yourself.    <b>Lesson 3 Variables – Tracking changes</b></p>	<p><b>Lesson 4 selection – if else</b></p>	<p><b>Lesson 3 – Screen time</b>  AIM – To explore positive and negative influences of technology.    <b>Lesson 5 Loops – while</b></p>	<p><b>Lesson 6 Debugging – variables.</b>    <b>Lesson 7 Course assessment.</b></p>	<p><b>Function Loop</b>  Pattern recognition  Decomposition  Optimise  Repeat until loop  Iterate  Incrementing  Initialisation  Variable  If statement  If else statement  Condition</p>
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**BELIEVE to Achieve**