

COMPUTING MEDIUM TERM PLANNING Term 2 2022-23 Karen Armstrong-Ford

Term 2:1					
	Week 1	Week 2	Week 3	Week 4	Week 5
Year 1 L.O.'s	<u>Moving a robot</u>				
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Lesson		To explain what a given command will do /To act out a given word	To combine 'forwards' and 'backwards' commands to make a sequence	To combine four direction commands to make sequences	To plan a simple program
		1 Buttons/ 2 Directions	3 Forwards and backwards	4 Four directions	5 Getting there
Term 2:1					
	Week 1	Week 2	Week 3	Week 4	Week 5
Year 2 L.O.'s	<u>Robot Algorithms</u>				
	•	To describe a series of instructions as a sequence	To explain what happens when we change the order of instructions	To use logical reasoning to predict the outcome of a program	To explain that programming projects can have code and artwork
Lesson		1 Giving instructions	2 Same but different	3 Making predictions	4 Mats and routes
Term 2:1					
	Week 1	Week 2	Week 3	Week 4	Week 5
Year 3 L.O.'s	<u>Sequence in Music</u>				
		To explore a new programming environment	To identify that commands have an outcome	To explain that a program has a start	To recognise that a sequence of commands can have an order
Lesson		1. Introduction to Scratch	2. Programming sprites	3. Sequences	4. Ordering commands

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Year 4 L.O.'s	<u>Finish Podcasts</u>		<u>Repetition in Shapes</u>		
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Lesson		Adding Music and Sound Effects/Review work	1 Programming a screen turtle	2 Programming letters	3 Patterns and repeats

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Year 5 L.O.'s	<u>Selection in Physical computing – Lego Spike</u>				
		L.O.: to become familiar with Lego Spike Interface and link to previous Scratch programming. Consider how to build on the simple solution and iterate the design.	Change a solution to meet the needs or wishes of others. Learn to use SPIKE™ Essential to help solve the Explore challenge.	Use the gathered information about the problem to create an improved solution. Learn to use SPIKE™ Essential to help solve the Explore challenge.	
Lesson		Code a fairground ride and improve ride through modification		Programme the snowmobile to move	

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Yea 6 L.O.'s	<u>Creating Media</u> Web page creation (Trial Teach Computing Unit)		<u>Variables in Games</u>		
	To recognise the implications of linking to content owned by other people <ul style="list-style-type: none">I can explain the implication of linking to content owned by othersI can create hyperlinks to link to other people's workI can evaluate the user experience of a website		To define a 'variable' as something that is changeable	To explain why a variable is used in a program	To choose how to improve a game by using variables
	Lesson 6: Think before you link!		1 Introducing variables	2 Variables in programming	3 Improving a game