

Year 1 and 2 Computing Long Term Planning 2017

Year 1 and 2	Autumn	Spring	Summer
	Ongoing through year – Use of 2type and other online games (BBC Dancemat) to improve typing skills		
2017-2018	<p><u>1st Half-term</u> <u>E-Safety/To Connect</u> Year 1: Unit 1.1 Online Safety Logging on safely and introduction to Purple Mash Year 2: Unit 2.2 Online Safety Search tools and 2Email</p> <p><u>To Code</u> Year 1: Unit 1.7 Coding or 'Espresso Coding' Unit 1a – "On the Move" Year 2: Unit 2.1 Coding or Starter unit on Espresso Coding</p> <p><u>2nd Half Term</u> <u>To communicate:</u> Introduce Purple Mash – e.g. 2Paint etc. Create topic themed pictures i.e. Bonfire night , Christmas etc</p> <p><u>To Collect</u> All: Unit 1.3- Pictographs. To contribute to a class pictograph. (2Count) Year 2: Unit 2.4 Questioning. Answering yes no questions (2Question, 2Invetigate)</p>	<p><u>1st Half-term</u> <u>To Code</u> Year 1: Unit 1.7 Coding or 'Espresso Coding' Unit 1a – "On the Move" Year 2: Unit 2.1 Coding or ' Espresso Coding' Unit 2a 'Different Sorts of Input'</p> <p><u>To Communicate:</u> Year1: Unit 1.6 Animated Story Books (2Create a Story Year 2: Unit 2.6 Creating Pictures (2Paint a Picture)</p> <p><u>2nd Half Term</u> <u>E-Safety/To Connect</u> Year 1: Unit 1.9 Technology Outside School Year 2: Unit 2.5 Effective Searching E-Safety principles (Hector's World etc.)</p> <p><u>To Communicate</u> Using Purple Mash (2Create a Story) to complete writing tasks – introducing word processing, saving, retrieving etc Year 2: Unit- 2.8 Presenting Ideas</p>	<p><u>1st Half-term</u> <u>To Code</u> Year 1 Unit 1.7 Coding/ Espresso Coding' Unit 1b – "Simple Inputs" Year 2: Unit 2.1 Coding / 'Espresso Coding' 2B "Buttons and Instructions"</p> <p>Unit 1.5 Maze explorers (2Go)</p> <p><u>2nd Half Term</u> <u>To connect</u> : (E-Safety) Further e-safety activities <u>To Communicate</u> All: Unit 2.7 Making Music (2Sequence)</p> <p>Topic based ongoing activities – use of espresso, Purple Mash, etc.</p>

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