Banks Lane Infant & Nursery School
Working together, nurturing excellence

Computing capability is an essential skill for life and enables learners to participate more readily in a rapidly changing world. Using the internet gives us quick access to information on any subject as well as ideas and experiences from a wide range of people, communities and cultures.

Collaboration   Effort   Excellence   Respect

Year 1

Year 1 1:1 Into the Woods
Technology All Around Us:
Understand technology and how it can help us. Becoming more familiar with different components of a computer by developing keyboard and mouse skills, and starting to consider how to use technology responsibly.

Learning a new skill.

Year 1 1:2 The Land Before Time
Grouping Data: Our class data; which is the most popular dinosaur?
Demonstrating the ability to label and sort objects into different groups, based on the properties they choose in order to answer questions about class data.

Respecting others' opinions when collecting data.

Year 1 2:1 London's Burning
Digital Writing: Creating a leaflet on a London Landmark.
Familiarising ourselves with typing on a keyboard and beginning to use tools to change the look of our writing. Considering the differences between using a computer and writing on paper.

Improving our work.

Year 1 2:2 Once Upon a Time
Moving a Robot: Directing a robot around a fairy-tale map.
Exploring robot commands and using our knowledge to predict the outcome of programs. Exploring the early stages of program design and algorithms.

Working together.

Awareness of the impact on wellbeing when online.

Year 1 3:1 What a Wonderful World!
Digital Painting: Creating a 'How to save our planet' image.
Creating our own paintings, with inspiration from a range of other artists. Considering our preferences when painting on digital devices.
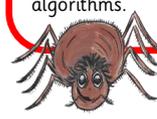
Looking after our environment.

Year 1 3:2 Out Of This World
Animation: Creating a space animation.
Investigating animation through ScratchJr, looking at sprites and backgrounds. Using programming blocks to use, modify, and create programs. Exploring the early stages of program design and algorithms.

Modifying our programs.

Respecting others online.

Online Safety

1:1 Health, Wellbeing and Lifestyle
Rules that keep us safe and healthy when using technology.
1:2 Self-image and Identity
Recognising that people online can upset people and knowing how to deal with this.
Anti-Bullying Week
How to behave online.

2:1 Online Relationships
Understanding how to use technology to communicate safely and respectfully and the importance of adult support.
2:2 Online Reputation
Understanding how to put information online and asking permission to do so.

3:1 Managing Information Online
Using the internet to access information and understanding it could be untrue.
3:2 Privacy, Security, Copyright, Ownership
Identifying personal information and sharing with trusted people. Passwords. Whose work belongs to who.

Year 2

Year 2 1:1 There's No Place Like Home
Information Technology All Around Us:
How is information technology being used for good in our lives? How IT benefits society in places such as shops, libraries, and hospitals. Discussing the responsible use of technology, and how to make smart choices when using it.

Recognising 'excellent' use of technology in society.

Year 2 1:2 What the Dickens?
Robot Algorithms: Designing our own program.
Understanding instructions in sequences and the use of logical reasoning to predict outcomes. Develop artwork and test it for use in a program. Designing an algorithm and testing and debugging them.

Working together.

Year 2 2:1 Where the Dragons Dance
Making Music: Creating Chinese music.
Make patterns and use them to make music with percussion instruments and digital tools. Creating different rhythms and tunes, using the movement of the Chinese Lion Dance for inspiration. Comparing digital and non-digital music.
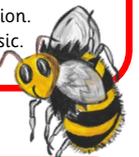
Respecting other cultures.

Year 2 2:2 Into the Wild
Pictograms: How many animals?
Beginning to understand what data means and how this can be collected in the form of a tally chart. Presenting data in the form of a pictogram and block diagrams. Using data to answer questions.

Respecting others' opinions when collecting data.

Awareness of the impact on wellbeing when online.

Year 2 3:1 Blooming Beautiful
Digital Photography: Nature Photography
Recognising different devices can be used to capture photographs. Gaining experience capturing, editing, and improving photos. Using our knowledge to recognise images they see may not be real.
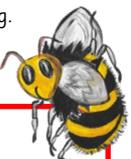
Learning a new skill.

Year 2 3:2 It's a Bug's Life
Quizzes: Creating a mini beast quiz
Using ScratchJr to modify designs to create quiz questions. Using blocks of code. Evaluating work and making improvements.

Evaluating and improving.

Respecting others online.

Online Safety

1:1 Health, Wellbeing and Lifestyle
Rules for using technology anywhere.
1:2 Self-image and Identity
Understanding people may look/act differently online and behaviour that may upset others.
Anti-Bullying Week
Defining online bullying.

2:1 Online Relationships
Understanding the dangers of online communication and dealing with this. The importance of adult support.
2:2 Online Reputation
The impacts of putting information online and identifying trusted adults.

3:1 Managing Information Online
The difference between real and made up (voice activation e.g. Siri, Alexa)
3:2 Privacy, Security, Copyright, Ownership
Passwords. Defining privacy and giving examples. Devices with internet access. Online content belonging to others.