

Eastfield Primary School



Computing Long Term Curriculum Plan 2019-2020

Key Stage 1
Programme of Study

Pupils should be taught to:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions C1
- Create and debug simple programs C2
- Use logical reasoning to predict the behaviour of simple programs C3
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content C4
- recognise common uses of information technology beyond school C5
- 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.C6

Integrate in Topic and 4 areas of learning: Creative Development, C.L.&Lit., K & U World, PSD

EYFS	Integrate in Topic and 4 areas of learning: Creative Development, C.L.&Lit., K & U World, PSD				
Year 1	<p>Online Safety</p> <p>Online Safety (Unit 1.1) C6 In this unit children will be introduced to the Purple Mash site and learn how to use it safely. They will be taught to log in safely. They will start to understand the idea of 'ownership' of their creative work and how to find saved work in the Online Work. They will learn how to search to find resources and become familiar with the types of resources available in the Topics section. They will be explore the Tools section and to learn about the common icons used in Purple Mash for Save, Print, Open, New. Children will also be given time to explore the Games section. They will understand the importance of logging out when they have</p>	<p>Programming</p> <p>Coding (1.7) C1, C2, C3 In this unit Children will be introduced to coding using the 2Code tool. A large emphasis will be placed on starting to build up their vocabulary of coding words and using them in context. Children will be taught to create clear instructions like those required by a computer and build one- and two-step instructions using the printable code cards. They will use the 2Code tool to create their own simple program. They will use Design Mode to add and change backgrounds and characters. They will use code blocks to make the characters move</p>	<p>Handling Data</p> <p>Spreadsheets (Unit 1.8) C4 In this unit the children will be introduced to 2Calculate, a simple to use spreadsheet for beginners. They will be introduced to the basic features and tools of spreadsheets. They will add images to a spreadsheet using the image toolbox and use the 'speak' and 'count' tools in 2Calculate to count items</p> <p>Spreadsheets</p> <ul style="list-style-type: none"> • Explain what rows and columns are • Open a spreadsheet and enter data into cells • Use the 'lock' tool to prevent changes to cells • Give images a value that the spreadsheet can use to count • Use the count tool 	<p>Multi Media</p> <p>Animated Story Books (Unit 1.6) C4 For this unit of work the children will be introduced to e books and use the 2Create a Story tool to produce their own animated story books. They will continue a previously saved story, add an animation and sound to it, including voice recording and music the children have created. They will then work on a more complex story, including adding backgrounds and copying and pasting pages. Children will then share their e-books on a class display board.</p> <p>Animated Stories</p>	<p>Technology</p> <p>Technology Outside of School - (Unit 1.9) C5 This unit encourages the children to consider how technology is used outside of the school environment. To help do this, the children go on a walk around their local community and find and record examples of where technology is used outside school.</p> <p>Technology Outside School</p> <ul style="list-style-type: none"> • Know what

	<p>finished.</p> <p>Online Safety</p> <ul style="list-style-type: none"> To login safely with their own logins and understand why that is important. To create their own avatar and to understand what this is and how it is used. To be able to create their own picture and add their name to it. To start to understand the idea of 'ownership' of their creative work. To save their work to their My Work area and understand that this is their space. 	<p>automatically when the green Play button is clicked. They will explore the When Key and When Swiped commands and use the Stop button to make characters stop when the background is clicked. They will use Collision Detection to make objects perform actions and use the sound property.</p> <p>Coding</p> <ul style="list-style-type: none"> Explain what is meant by coding Control simple everyday devices to make them produce different outcomes 	<p>Pictograms – (Unit 1.3) C4</p> <p>This unit is an introduction to pictograms and looking at how they can be used to represent data. Children will use the 2 Count tool. They will understand that data can be represented in picture format, will be able to contribute to a class pictogram and use a pictogram to record the results of an experiment.</p> <p>Pictograms</p> <ul style="list-style-type: none"> Use a simple pictogram to develop graphical awareness/ one to one correspondence Collect data to use in a pictogram Understand that a picture represents a value (1) 	<ul style="list-style-type: none"> Know the difference between an e-book and a traditional book Work with others and contribute to a digital resource that includes text Change font colour and size Save work Create a simple animation to tell a story Add sound to the page Create music and add to page Use a copy and paste feature 	<p>'technology' means</p> <ul style="list-style-type: none"> Show an awareness of the range of technology they encounter in everyday life Can identify several examples of where technology is used in and out of school
--	--	---	--	--	--

Year 2	Online Safety	Programming	Handling Data	Multi Media	Technology
	<p>Online Safety (Unit 1.1) C6</p> <p>This unit focuses on online safety and builds on the knowledge from year 1 (1.1) Children will learn how to refine searches using the Search tool and how to share work electronically using the display boards. They will acquire some knowledge and understanding about sharing work on Purple Mash and the Internet. They will use 2Email to write to 2Respond characters and understand how we talk to others when they aren't there in front of us.</p> <p>Online Safety</p> <ul style="list-style-type: none"> Identify different devices that can go on the internet, 	<p>Coding using Bee Bots C1, C2, C3</p> <p>Children will be given experience of coding to control physical systems, using the Bee Bots. They will be introduced to the term algorithms and understand that they are a precise set of instructions and that programs execute by following them (in this case the Bee Bots will be following algorithms) They will use logical reasoning to predict where the Bee Bots will end up by following given algorithms. Children will then create and debug their own simple programs to navigate the Bee Bots to</p>	<p>Spreadsheets (Unit 2.3) C4</p> <p>This unit builds on the skills learnt in year 1. Children will recap basic features of a spreadsheet (cells, rows, columns, how to open, edit and save, add images from the toolbox, use the count tool) Children will then use tools in a spreadsheet to automatically total rows and columns and use a spreadsheet to solve a mathematical puzzle. Children will be taught to use images in a spreadsheet. They will learn to work out how much they need to pay using coins by using a spreadsheet to help calculate. They will create a table of data on a spreadsheet and use the</p>	<p>Creating Pictures (Unit 2.6) C4</p> <p>In this unit children will be introduced to different artists and styles of artwork and use 2Paint a Picture to replicate these styles. Children will look at the impressionist style of art (Monet, Degas, Renoir), explain what is meant by impressionist art and use 2Paint a Picture to create their own art based upon this style. They will then look at the work of pointillist artists such as Seurat, explain what pointillism is and use 2Paint a Picture to create their own art based upon this style. They will also look at the work of William Morris and recreate it using the Patterns template. Finally, children will use the eCollage function in 2Paint</p>	<p>Effective Browser Searching (Unit 2.5) C5</p> <p>This unit allows the children to develop an understanding of what the Internet is. It will also give t them the basic tools to help them search for information more effectively. Pupils will look at the Internet, the web, browsers and search engines. After becoming acquainted with the basics of the Internet and how it works, students will be ready to dive into searching with Google. Pupils will be taught the basics of search: where to type in their query and how to understand the pages of results. The pupils will look at</p>

	<p>and separate those that do not.</p> <ul style="list-style-type: none"> • Understand how information can be shared electronically • Open and send an email • Show an awareness of a range of inputs to a computer (IWB, Mouse, Keyboard etc.) • Show an awareness that computers can be linked to share resources • Use websites and demonstrate an awareness of how to manage their journey (back/forward button/ hyperlinks) 	<p>given points on a giant map.</p> <p>Coding</p> <ul style="list-style-type: none"> • Understand and explain that an algorithm is a set of instructions • Use the computing vocabulary, ‘command, repeat, input, output, event and timer’. • Debug simple computer programs • Control a device on and off screen, making predictions about the effect their programming will have • Write a simple programme and test it 	<p>data to create a block graph manually.</p> <p>Spreadsheets/Graphs</p> <ul style="list-style-type: none"> • Use the ‘copy and paste totals’ tool • Use the data in a spreadsheet to create a graph • Use a graphing package to collect, order and classify data, selecting appropriate tools to create a graph and answer questions <p>Enter information into a simple branching database or word processor and use it to answer questions.</p>	<p>a Picture to create their own surrealist art using drawing and clipart.</p> <p>Creating Pictures</p> <ul style="list-style-type: none"> • Generate own work, combining text, graphics and sound. • Save, retrieve and edit work • Use a range of tools in a paint package to create/ modify a picture to communicate an idea • Use lines/patterns/ dots on the computer to create a picture in the style of an artist <p>Making Music (Unit 2.7) C4</p> <p>This unit will provide the children with the knowledge and understanding to create simple and more complex animations using 2Sequence. They will make music digitally. They will explore, edit and combine sounds and add sounds to a tune they’ve already created to change it. They will think about how music can be used to express feelings and create tunes which depict feelings. They will upload a sound from a bank of sounds into the Sounds section and then go on to record their own sound and upload it into the Sounds section. Children will then create their own tune using the sounds which they have added to the Sounds section.</p> <p>Making Music</p> <ul style="list-style-type: none"> • Explore, edit and combine sounds on a computer program • Add sounds to a tune to change it • Record their own sounds <p>Presenting Ideas (Unit 2.8)</p>	<p>the main pages and buttons they will encounter while using search engines.</p> <p>Effective Browser Searching</p> <ul style="list-style-type: none"> • To understand the terminology associated with searching. • To gain a better understanding of searching on the Internet. • Use a website <p>To create a leaflet to help someone search for information on the Internet.</p>
--	---	---	---	---	--

				<p>C4</p> <p>In this unit children will explore how a story can be presented in different ways. They will make a quiz about a story or class topic. They will be taught how to extract information from a2Connect file to make a publisher fact file on a nonfiction topic, add appropriate clipart, photos and tables. Children will then present their fact file to the class.</p> <p>Presenting Ideas</p> <ul style="list-style-type: none"> To explore how a story can be presented in different ways. Use a software program to organise and present information Add clipart/photos/ tables to structure information 	
--	--	--	--	--	--

<p>Key Stage 2 Programme of Study</p>					
<p>Pupils should be taught to:</p> <p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts C7</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output C8</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs C9</p> <p>Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration C10</p> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content C11</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information C12</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable use C13</p>					

Year 3	Online Safety	Programming	Handling Data	Multi Media	Technology
	<p>Online Safety (Unit 3.2) C13</p> <p>This unit builds on previous online safety units. Children will know what makes a safe password, how to keep passwords safe and the consequences of giving your passwords away. They will understand how the Internet can be used to help us to communicate</p>	<p>Coding using Crumble Kits C7, C8, C9</p> <p>Children will understand what a Physical System is, know examples of Physical systems around us and know that they can be controlled by computers. Children will be introduced to Crumble kit hardware as a physical system.</p>	<p>Branching Databases (Unit 3.6) C12</p> <p>In this unit children will be introduced to Branching databases and use them to classify groups of objects. Children will sort objects using just 'yes' or</p>	<p>Touch Typing (Unit 3.4) C12</p> <p>This unit of work uses 2Type and is designed to help the children learn the basics of quick and efficient typing. Children will be introduced to typing terminology and understand the correct way to sit at the keyboard. They will learn how to</p>	<p>Email (Unit 3.5) C10</p> <p>This unit uses 2Email as a safe place to teach children how to use email. Children will begin by thinking about</p>

	<p>effectively and understand how a blog can be used to help us communicate with a wider audience. Children will consider whether what they read on websites is true. They will look at some 'spoof' websites, create a 'spoof' webpage, think about why these sites might exist and how to check that the information is accurate. They will learn about the meaning of age restrictions symbols on digital media and devices and discuss why PEGI restrictions exist.</p> <p>Children will know where to turn for help if they see inappropriate content or have inappropriate contact from others.</p> <p>Internet Browsing</p> <ul style="list-style-type: none"> • Question the "validity" of what they see on the internet. • Understand what makes a good password for use on the internet • Use a browser address bar not just search box and shortcuts. • Think before sending and suggest consequences of sending/posting. • Recognise online behaviours that would be unfair. 	<p>They will learn the names of all of the crumble kit components, how to assemble them, power them using batteries, connect them to the laptops and check and pack them away correctly. They will learn how to open the Crumble coding software and how to use the blocks of code to write programs which will control the 'sparkles' and 'sparkle strips' in the Crumble kits. This will enable them to simulate such things as traffic light sequences or light shows. Children will debug their own programs by detecting and correcting errors in their own algorithms.</p> <p>Coding</p> <ul style="list-style-type: none"> • To type a short sequence of instructions and to plan ahead when programming devices on and off screen • Write a programme to achieve a specific goal • Use an 'if' statement when programming • Create a variable in a program. 	<p>'no' questions. They will then complete an existing branching database using 2Question. They will then be able create a branching database of their own choice by choosing a suitable topic and selecting and saving appropriate images.</p> <p>Databases</p> <ul style="list-style-type: none"> • To use a simple database to enter and save information on a given subject • Use straightforward lines of enquiry to search data for the answers • Create a branching database 	<p>use the home, top and bottom row keys and practice and improve typing for home, bottom and top rows. They will practice the keys typed with the right hand and left hand.</p> <p>Typing</p> <ul style="list-style-type: none"> • Understand the typing terminology, 'top row', 'home row', 'bottom row' and 'space bar' • Use two hands to type letters • To type words. • To improve speed in typing <p>Simulations (Unit 3.7)</p> <p>In this unit children will consider what simulations are and use the two simulations 'Locked Out' and 'The Dark Side of Elpmis' in the games section of Purple Mash. Children will know that a computer simulation can represent real and imaginary situations and will be able to give some examples of simulations used for fun and for work. They will explore a simulation and use a simulation to try out different options and to test predictions. Children will evaluate a simulation to determine its usefulness for purpose.</p> <p>Simulations</p> <ul style="list-style-type: none"> • Know what a computer simulation is • Explore a simulation and comment on its usefulness • Analyse and evaluate a simulation 	<p>different methods of communication. They will then open and respond to an email before writing an email to someone using an address book. They will learn how to use email safely, to add an attachment to an email and to explore a simulated email scenario.</p> <p>Email</p> <ul style="list-style-type: none"> • Log in to an email, open emails, create and send replies. • Attach files to an email. • Download and save files from an email. • Email more than one person and participate in group emails by 'replying to all'.
--	--	--	---	---	--

Year 4	Online Safety	Programming	Handling Data	Multi Media	Technology
	<p>Online Safety (Unit 4.2) C13This unit builds on previous online safety units. Children will be taught to understand how they can protect themselves from online identity theft and that information put online leaves a digital footprint or trail and that this can aid identity theft. They will identify the risks and benefits of installing software including apps, understand that copying the work of others and presenting it as their own is called 'plagiarism' and consider the consequences of plagiarism. Children will identify appropriate behaviour when participating or contributing to collaborative online projects for learning. They will identify the positive and negative influences of technology on health and the environment and understand the importance of balancing game and screen time with other parts of their lives.</p> <p>Online Safety</p> <ul style="list-style-type: none"> • Create and share an online safety presentation and information materials • To understand how children can protect themselves from online identity theft. • Understand that information put online leaves a digital footprint or trail and that this can aid identity theft • To Identify the risks and benefits of installing software including apps. • To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. • To identify appropriate behaviour when participating or 	<p>Coding using Crumble Kits C7, C8, C9 Children will build on their knowledge of controlling physical systems by using the Crumble Kits. They will recap the basic skills of using the hardware and software (naming, checking and assembling the components, writing code blocks using the software). They will recall how to program sparkles and then move on writing programs to control motors. They will incorporate the motors into products such as model wind turbines/fairground rides. Children will debug their own code and solve problems such as how to slow down/speed up the motor.</p> <p>Coding</p> <ul style="list-style-type: none"> • Explain what 'Object', 'Action', ' Output', 'Control' and 'Event' are • Create an if/else statement • Set or change a variable value • Use repetition and user input • Explain how they debugged a partner's program 		<p>Animations (Unit 4.6) C12 This unit will provide the children with the knowledge and understanding to create simple and more complex animations using 2Animate. Children will discuss what makes a good animated film or cartoon and what their favourites are. They will learn how animations are created by hand and find out how 2Animate can be created in a similar way using the computer. They will learn about onion skinning in animation and add backgrounds and sounds to their animations. Children will be introduced to 'stop motion' animation. When they have refined their animation, they will share it on the class display board and by blogging.</p> <p>Animation</p> <ul style="list-style-type: none"> • Know how animations are created by hand • Use the Onion Skin tool • Add backgrounds and sounds to animations • To know what stop motion animation is • Share animations with the class <p>Writing for Different Audiences (Unit 4.4) C12 In this unit, children learn that technology can be used to organise, reorganise, develop and explore ideas, and that working with information in this way can aid understanding. Children will explore how font size and style can affect the impact of a text. Children have used 2Connect to mind-map ideas. They will use a simulated scenario to produce a news report and use a simulated scenario to write for a community campaign.</p> <p>Writing for different audiences</p> <ul style="list-style-type: none"> • Investigate how font size and style can affect the impact of a text • Use a simulated scenario to produce a news report • Use appropriate font style and sizes and be able to justify choices 	<p>Effective Search Browser (Unit 4.7) C10, C11 This unit builds upon the skills and knowledge developed in Year 2 in Unit 2.5 – Effective Searching. Children will locate information on the search results page and use search effectively to find out information. They will be taught to assess whether an information source is true and reliable.</p> <p>Effective Search Browser</p> <ul style="list-style-type: none"> • To locate information on the search results page. • To use search effectively to find out information. • To assess whether an information source is true and reliable.

	<p>contributing to collaborative online projects for learning.</p> <ul style="list-style-type: none">• To identify the positive and negative influences of technology on health and the environment.• To understand the importance of balancing game and screen time with other parts of their lives.	<p>Logo (Unit 4.5)</p> <p>In this unit children will use Logo, a text based coding language used to control an on-screen turtle to create mathematical patterns. Children will learn common commands and constructs of the Logo programming language and Develop their ability to compose algorithms for drawing mathematical structures and turn these into Logo code.</p> <p>Logo</p> <ul style="list-style-type: none">• To learn the language of Logo.• Use Logo to create letters• Use the repeat function• Use the build feature			
--	--	--	--	--	--

Year 5	Online Safety	Programming	Handling Data	Multi Media	Technology
	<p>Online Safety (Unit 5.1) C13 This unit continues to develop children's knowledge of how to stay safe online. Children will gain a greater understanding of the impact that sharing digital content can have. They will revisit and review sources of support when using technology and their own responsibility to one another in their online behaviour. They will understand the advantages, disadvantages, permissions and purposes of altering an image digitally and the reasons for this. They will also be made aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.</p> <p>Online Safety</p> <ul style="list-style-type: none"> Know what Childnet SMART CREW is and have used resources to gain an understanding about keeping safe online. Know who to tell if they are upset by something that happens online. 	<p>Game Creator (Unit 5.5) C7, C8, C9 Children will review and analyse a computer game, describing some of the elements that make a successful game. They will design the setting for their own game so that it fits with the selected theme. They will upload images or use the drawing tools to create a scene, decide on the game quest and design the characters for their game. Children can decide upon, and change, the animations and sounds that the characters make. When finished, children will share their game so that others can play it, write instructions and evaluate their own and peers' games.</p> <p>Game Creator</p> <ul style="list-style-type: none"> To create the game environment by using the drawing tools or uploading images Create the game quest by designing characters and editing features 	<p>Databases (Unit 5.4) C12 In this unit children will learn how to search for information in a database. They will search a database in order to answer questions correctly and contribute to a class database. They will design an avatar for a class database and enter information into a class database. They will create their own database around a chosen topic. They will add records to their database, know what a field is and add field information</p> <p>Databases</p> <ul style="list-style-type: none"> Search a database to find out answers to questions Add records to their database Know what a database field is and can correctly add field information Understand how to words questions so they can be effectively answered using a search <p>Spreadsheets (Unit 5. 3) C12 This unit builds on the knowledge of previous spreadsheet units. Children will use spreadsheets to create formulas. They will use the 'how many' tool and use a spreadsheet to work out the area and perimeter of rectangles. They will use these calculations to solve a real-life problem and create simple formulae that use different variables.</p> <p>Spreadsheets</p> <ul style="list-style-type: none"> Create a formula in a spreadsheet to convert m to cm. Create a spreadsheet that converts miles to km and vice versa. Use a spreadsheet to work out which letters appear most often. Use the 'how many' tool. Use a spreadsheet to work out the area and perimeter of rectangles. Create simple formulae that use different variables. Create a formula that will work out how many days there are in x number of weeks or years. Use a spreadsheet to plan an event. 	<p>Modelling (Unit 5.6) C12 In this unit, children are introduced to 2Design and Make. They will know what the 2Design and Make tool is for and explore the different viewpoints in 2Design and Make whilst designing a building. They will explore the effect of moving points when designing and will adapt one of the vehicle models by moving the points to alter the shape of the vehicle while still maintaining its form. Children will then explore how to edit the polygon 3D models to design a 3D model for a purpose. They will understand the printing and making process, refine one of their designs to prepare it for printing. Children will then print their design as a 2D net and then created a 3D model.</p> <p>3D Modelling</p> <ul style="list-style-type: none"> Explore the effects of moving points when designing a product Edit 3D models/Design a 3D model for a purpose <p>Concept Maps (Unit 5.7) C12 Children will understand what is meant by 'concept maps', 'stage', 'nodes' and 'connections'.. They will create a basic concept map and use 2Connect Story Mode to create an informative text. Children will use 2Connect collaboratively to create a concept map and use Presentation Mode to present their concept maps to an audience.</p> <p>Concept Map</p> <ul style="list-style-type: none"> To understand the need for visual representation when generating and discussing complex ideas. To understand and use the correct vocabulary when creating a concept map. To create a concept map. To understand how a concept map can be used to retell stories and information. 	

Year 6	Online Safety	Programming	Handling Data	Multi Media	Technology
	<p>Online Safety (Unit 6.2) C13</p> <p>This unit continues to develop the children’s knowledge of online safety. Children will assess the benefits and risks of mobile devices broadcasting the location of the user/device, e.g. apps accessing location. They will identify secure sites by looking for privacy seals of approval, e.g. https, padlock icon. They will identify the benefits and risks of giving personal information and device access to different software, review the meaning of a digital footprint and understand how and why people use their information and online presence to create a virtual image of themselves as a user. Children will have a clear idea of appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour. They will understand the importance of balancing game and screen time with other parts of their lives, e.g. explore the reasons why they may be tempted to spend more time playing games or find it difficult to stop playing and the effect this has on their health.</p> <p>Online safety</p> <ul style="list-style-type: none"> Understand the safety aspects surrounding blogging 	<p>Coding using Crumble Kits C7, C8, C9</p> <p>Children will build on their knowledge of controlling physical systems using the Crumble Kits. They will recap the basic skills of using the Crumble hardware and software (naming, checking and assembling the components, writing code blocks using the software). They will then design and write programs to control buggies, incorporating Crumble kits. They will write algorithms, detect and correcting errors. They will extend their previous coding skills by working with variables and various forms of input and output using things such as sensors.</p> <p>Coding</p> <ul style="list-style-type: none"> Designing and writing a more complex program that accomplishes a specific goal. Explain what functions are and how they can be created and labelled Move code from one tab to another Organise code into functions to make it easier to read Use appropriate coding vocabulary 		<p>Quizzing (Unit 6.7) C12</p> <p>In this unit children will have used their knowledge of quiz types to create a quiz show quiz based on a curriculum area. They will create a picture-based quiz for young children, learn how to use the question types within 2Quiz and make a quiz that requires the player to search a database.</p> <p>Quizzing</p> <ul style="list-style-type: none"> To make a picture quiz for young children. To learn how to use the question types within 2Quiz. To explore the grammar quizzes. To make a quiz that requires the player to search a database. <p>Blogging (Unit 6.4) C11</p> <p>In this unit children will understand the purpose of writing a blog. They will identify the features of successful blog writing, plan the theme and content for a blog and understand how to write a blog. They will consider the effect upon the audience of changing the visual properties of the blog, of regularly updating the content of a blog and understand how to contribute to an existing blog.</p> <p>Blogging</p> <ul style="list-style-type: none"> To identify the purpose of writing a blog. To identify the features of successful blog writing. To plan the theme and content for a blog. To understand how to write a blog. To consider the effect upon the audience of changing the visual properties of the blog. To understand the importance of regularly updating the content of a blog. To understand how to contribute to an existing blog. To understand how and why blog posts are approved by the teacher. To understand the importance of commenting on blogs. To peer-assess blogs against the agreed success criteria. 	<p>Networks (Unit 6.6) C10</p> <p>The aim of this unit is to provide children with the opportunity to find out more about how networks work, understand computer networks including the internet, learn how they can provide multiple services, such as the World Wide Web, and explore the opportunities they offer for communication and collaboration. Children will research and find out about TimBerners-Lee, know about their school network and consider some of the major changes in technology which have taken place during their lifetime and the lifetime of their teacher/another adult.</p> <p>Networks</p> <ul style="list-style-type: none"> To discover what the children know about the internet. To find out what a LAN and a WAN are. To find out how we access the internet in school. To research and find out about the age of the internet. To think about what the future might hold.