

COMPUTING

2020-2021

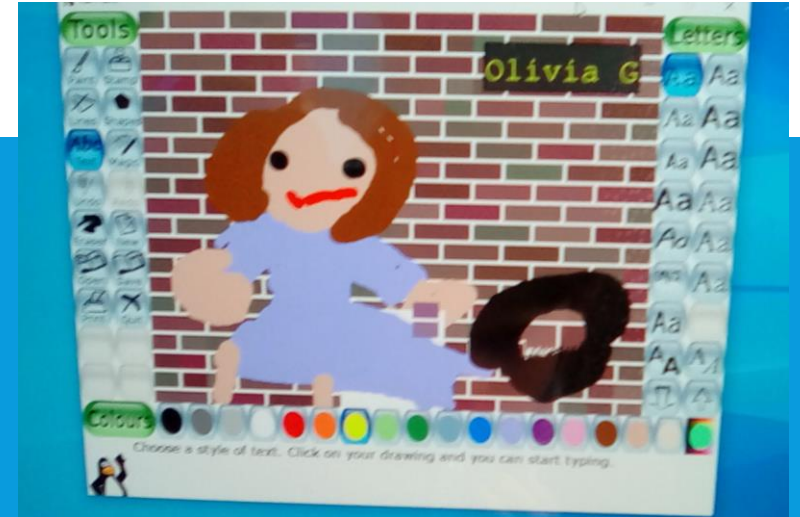
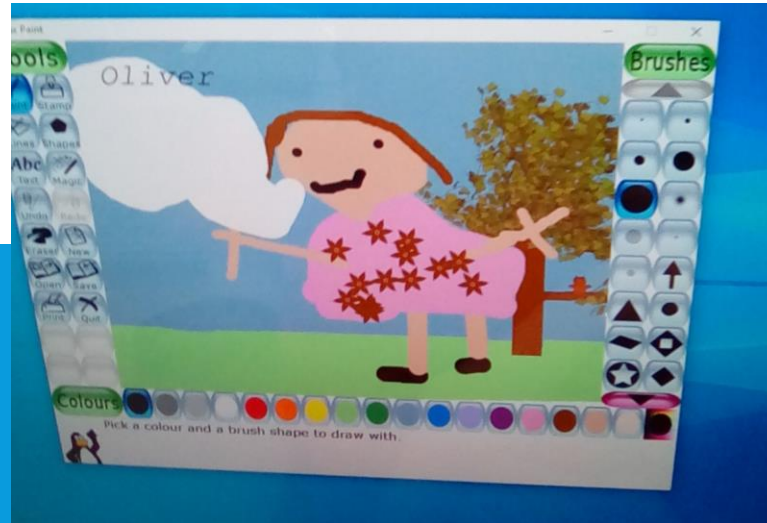
THIS YEAR SO FAR....

- September: Sharon Girling- Assemblies from Yr1-Yr6, staff meeting and parent workshop via zoom.
- New Reception intake given individual usernames and passwords like the rest of the school.
- Teams training for staff in January.
- Weekly CEOP Online safety packs and put into weekly timetables on Teams.
- Safer internet day 9th February 2021- An Internet we trust: Exploring reliability in the online world.

THIS YEAR SO FAR....

- Computing and Online Safety policies updated.
- Online safety posters updated in all classrooms.
- Busythings trialled and bought for EYFS and KS1 for the next 3 years.
- Computing IT suite
- Display board in the IT Suite- E-Safety.
- Focus on touch typing
- Monitoring- Focus on Coding since end of lockdown.

YEAR 1



YEAR 5

Scratch project 'cala own game BA' showing a character and a car on a green field with sunglasses. The interface includes a 'Scripts' panel with a 'when green flag clicked' event, a 'play music' block for 15 beats, and a 'switch backdrop to underwaters1' block. The 'Sprites' panel shows a 'Car-Bug' sprite. The 'Motion' panel has blocks for 'move 12 steps', 'turn 15 degrees', 'point in direction 90', and 'point towards'. The 'Looks' panel has 'change x by 10', 'set x to 0', 'change y by 10', and 'set y to 0'. The 'Behavior' panel has 'if on edge, bounce' and 'set rotation style left-right'. The 'Position' panel has 'x position', 'y position', and 'direction'.

Scratch project 'norfolk own game AA' showing a purple alien character in space with planets. The 'Scripts' panel has a 'when I receive Start' event, a 'repeat until timer = 0' loop, and 'move 2 steps' blocks. The 'Motion' panel has 'move 10 steps', 'turn 15 degrees', 'point in direction 90', 'point towards', 'go to x: 140 y: 60', 'go to mouse-pointer', 'glide 1 secs to x: 140 y: 60', 'change x by 10', 'set x to 0', 'change y by 10', 'set y to 0', 'if on edge, bounce', and 'set rotation style left-right'. The 'Sprites' panel shows 'Sprite1' and 'Planet2' through 'Planet5'. The 'Position' panel has 'x position', 'y position', and 'direction'.

Scratch code blocks for movement and rotation. The 'Scripts' panel has a 'when I receive Start' event, a 'repeat until timer = 0' loop, and 'move 2 steps' blocks. The 'Motion' panel has 'move 10 steps', 'turn 15 degrees', 'point in direction 90', 'point towards', 'go to x: 140 y: 60', 'go to mouse-pointer', 'glide 1 secs to x: 140 y: 60', 'change x by 10', 'set x to 0', 'change y by 10', 'set y to 0', 'if on edge, bounce', and 'set rotation style left-right'. The 'Behavior' panel has an 'if or or then' block.

Scratch project 'norfolk own game AA' showing a 'you loose' message on a white background. The 'Scripts' panel has a 'when green flag clicked' event, a 'show' block, a 'switch backdrop to backdrop2' block, a 'set score to 0' block, a 'go to x: 210 y: 10' block, a 'point in direction 90' block, a 'point towards' block, a 'go to x: 220 y: 10' block, a 'go to mouse-pointer' block, a 'glide 1 secs to x: 220 y: 10' block, a 'change x by 10' block, a 'set x to 0' block, a 'change y by 10' block, a 'set y to 0' block, 'if on edge, bounce', and 'set rotation style left-right'. The 'Sprites' panel shows 'Sprite1'.

Scratch code blocks for a 'you loose' screen. The 'Scripts' panel has a 'when green flag clicked' event, a 'show' block, a 'switch backdrop to backdrop2' block, a 'set score to 0' block, a 'go to x: 210 y: 10' block, a 'point in direction 90' block, a 'point towards' block, a 'go to x: 220 y: 10' block, a 'go to mouse-pointer' block, a 'glide 1 secs to x: 220 y: 10' block, a 'change x by 10' block, a 'set x to 0' block, a 'change y by 10' block, a 'set y to 0' block, 'if on edge, bounce', and 'set rotation style left-right'. The 'Behavior' panel has a 'when right arrow key pressed' block and a 'when left arrow key pressed' block. The 'Motion' panel has 'move 1 steps', 'if touching color Y then', 'hide', 'switch backdrop to backdrop2', 'stop all', 'if touching color ? then', 'hide', 'switch backdrop to backdrop2', and 'change score by 3'.

DATA

Year Group	Below	Expected and above
Year 1	7%	93%
Year 2	7%	93%
Year 3	2%	98%
Year 4	9%	91%
Year 5	0%	100%
Year 6	5%	95%

- Pupil premium children.

PUPIL VOICE

- IWB used to enhance learning across the school.
- Children feel confident using the new computers in the IT Suite.
- Children enjoying Scratch- Program to code and create their own games.
- Most children said they had access to a device at home: ipad, tablet, computer, laptop, phone, kindle.
- Touch typing skills improving but need more practise.
- Home use: Google, playstations, wii, youtube, youtube kids, Disney+, whatsapp, Netflix, minecraft, reading eggs, sky games, friv, roblox.
- Online safety- All children very confident in saying who they would tell if they saw something that worried/upset them.
- EYFS-passwords.
- KS1 - Privacy- Birthdays, address, age, passwords and real name.
- KS2 – Block buttons on games, settings (google safe), privacy, deleting apps, parent support.

LOOKING AHEAD....

- Display board in the IT Suite- Progression of skills across the school.
- Audit for Teachers.
- Pupil premium children to be given laptops to be able to use at home.
- 2 timetabled sessions in the IT Suite a week. One Computing focused and one lesson in another curriculum area.
- Computing day for more able children in Computing. To extend and celebrate their skills.