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| updated logo Badgers Class Medium Term Planning for Computing Autumn Term 2023 |
| Topic: The VictoriansUse technology to learn about The VictoriansProgramming – Improve and change the sequence of commands | Computing will be developed throughout the curriculum, giving children the opportunity to take photos, use an ipad, explore torches etc. This plan is to provide specific planned opportunities to support the children’s progress and may be altered to suit the needs of the children during the term to support their learning in areas of Cause and effect, Understanding of sequence, attention and timing, targeting and timing, introducing choice and choice making using simple toys. Learning these computing skills are the foundations to being able to operate technology which will later lead to programming. |

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| **Lesson 1 - Link it and Learn it**Cause effect toys out to explore. Previous knowledge of how to work these toys.**Main activity****1:1****Guided play and intensive interaction with cause and effect toys**Plenary – Model activity to whole group. | **Lesson 2 – Learn it****Main activity****1:1****Watch an adult operate a BBot, attempt to use**Plenary – Look at the activity as a group. | **Lesson 3 – Check it****Main activity****1:1****Operate with less adult input**Plenary – Look at the activity as a group. | **Lesson 4 –Show it****Main activity****1:1****Operate independently**No modelling today, can the children demonstrate their understanding and take part independently, from previous knowledge of the activity.Plenary - Look at the activity as a group. | **Lesson 5 - Know it****Main activity****1:1****Let the children choose from the toys including BBot with mat and show skills**Plenary - Look at the activity as a group. | **Lesson 6****Link it****Watch videos of Victorian Horrible Histories, watch adult choose and control****Lesson 7****Learn it** **Choose from one of two, pause, fast fwd and rewind with support****Lesson 8****As above with increased independence** |

Take the objectives for the LO stickers from this section

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| Substantive Knowledge (Content) | Disciplinary Knowledge (Skills)  |
| * Cause and effect
* To know that pressing a button or specified place will cause something to happen.
* To press and hold with create an effect.
* To press and let go may create a response.
* To press again will create a response.
 | Birth to 3 Understanding the worldRepeat actions that have an effect. 3-4 year oldsExplore how things work.  |

**Progression of Learning**

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| ‘Link It’  | ‘Learn It’ | ‘Check It’  | ‘Show It’ | ‘Know It’ |
| Previous learning of pupils * Link to operating toys using cause and effect
 | Activities provided during lesson Resources Explore remote control vehicles | Independent activities linked to lesson Resources Practice the skill of operating the vehicles | How will the pupils share knowledge during or end of lessonShow that you can operate the vehicles with little support | Retrieve or generalization of learning after lesson Operate the vehicles independently |