Mid Term Plan – Key Stage – 4 Books and Authors

	Week 1	Week 2	Week 3	Week 4	Week 5
Computing – Coding	**Objective**: To design, write and debug programs that accomplish specific goals, including controlling systems and solve problems by decomposing them into smaller parts To use sequence, selection, and repetition in programs; work with variables and various forms of input and output To use search technologies effectively. To select, use and combine a variety of software to design and create a range of programs that accomplish given goals, including collecting, analysing, evaluating and presenting data and information To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about **Success Criteria**: **Support:** I can make a 'sprite' move forwards and backwards. I can follow verbal instructions. I can load a specific program. I can be safe on the internet **Core:** I can make a 'sprite' move. I can follow written instructions. I can load a specific program. I can be safe on the internet. **Extension:** I can write a program to move a 'sprite' around a grid, to accomplish what the program tells me to do. I can use the internet appropriately LOtC: SMSC: Working with a partner, sharing equipment, resources and ideas. Being safe online Using IT: Using IT: using the ICT suite, using the Omni- Vista, black sensory room (if it's free) **Suggested Activities:** • https://studio.code.org/hoc/1 This is a coding exercise based on the game Angry Birds – you have to write the program to guide them through a maze	**Objective**: To design, write and debug programs that accomplish specific goals, including controlling systems and solve problems by decomposing them into smaller parts To use sequence, selection, and repetition in programs; work with variables and various forms of input and output To use search technologies effectively. 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Being safe online Using IT: **Suggested Activities:** Using IT: using the ICT suite, using the Omni- Vista, black sensory room (if it's free) • http://www.shaunsgameacademy.co.uk/admin/resources/SGA-PDF_module_01.pdf This is a coding booklet that takes you through the basics – linked to Shaun the Sheep	**Objective**: To design, write and debug programs that accomplish specific goals, including controlling systems and solve problems by decomposing them into smaller parts To use sequence, selection, and repetition in programs; work with variables and various forms of input and output To use search technologies effectively. To select, use and combine a variety of software to design and create a range of programs that accomplish given goals, including collecting, analysing, evaluating and presenting data and information To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about **Success Criteria**: **Support:** I can make a 'sprite' move forwards and backwards. I can follow verbal instructions. I can load a specific program. I can be safe on the internet **Core:** I can make a 'sprite' move. I can follow written instructions. I can load a specific program. I can be safe on the internet. **Extension:** I can write a program to move a 'sprite' around a grid, to accomplish what the program tells me to do. I can use the internet appropriately LOtC: SMSC Working with a partner, sharing equipment, resources and ideas. Being safe online Using IT: Using IT: using the ICT suite, using the Omni- Vista, black sensory room (if it's free) **Suggested Activities:** • https://code.org/minecraft This is a coding program linked to Minecraft	**Objective**: To design, write and debug programs that accomplish specific goals, including controlling systems and solve problems by decomposing them into smaller parts To use sequence, selection, and repetition in programs; work with variables and various forms of input and output To use search technologies effectively. To select, use and combine a variety of software to design and create a range of programs that accomplish given goals, including collecting, analysing, evaluating and presenting data and information To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about **Success Criteria**: **Support:** I can make a 'sprite' move forwards and backwards. 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Being safe online Using IT: Using IT: using the ICT suite, using the Omni- Vista, black sensory room (if it's free) **Suggested Activities:** • http://www.twinkl.co.uk/resource/tp-i-135-y2-planit-computing-using-and-applying-skills-lesson-pack • http://www.twinkl.co.uk/resource/tp-i-136-y2-planit-computing-using-and-applying-skills-lesson-pack pack of coding activities	**Objective**: To design, write and debug programs that accomplish specific goals, including controlling systems and solve problems by decomposing them into smaller parts To use sequence, selection, and repetition in programs; work with variables and various forms of input and output To use search technologies effectively. To select, use and combine a variety of software to design and create a range of programs that accomplish given goals, including collecting, analysing, evaluating and presenting data and information To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about **Success Criteria**: **Support:** I can make a 'sprite' move forwards and backwards. I can follow verbal instructions. I can load a specific program. I can be safe on the internet **Core:** I can make a 'sprite' move. I can follow written instructions. I can load a specific program. I can be safe on the internet. **Extension:** I can write a program to move a 'sprite' around a grid, to accomplish what the program tells me to do. I can use the internet appropriately LOtC: SMSC Working with a partner, sharing equipment, resources and ideas. Being safe online Using IT: using the ICT suite, using the Omni-Vista, black sensory room (if it's free) **Suggested Activities:** • http://code-it.co.uk/sampleKS2plan - these are a whole series of coding activities that students can work through at their own pace – choosing coding exercises that interest them.

Suggested Home Learning	Resources	Sensory learners for the half term		
Online coding – using the websites on the plans Write instructions on how to move a remote controlled device around the house – link it together – this is coding	http://content.twinkl.co.uk/resource/73/4d/T2-I-056-Scratch-Blocks-For-Display.pdf?__token__=exp=1481611893~acl=%2Fresource%2F73%2F4d%2FT2-I-056-Scratch-Blocks-For-Display.pdf%2A~hmac=dd7e5fb9ad6cfc38b8b7c25049a2e054ea1313f2d2e3acf77ef542df5e283688 This is a series of display posters about coding	**Objectives:** I can follow instructions I can move forwards and backwards I can move left and right I can move up and down I demonstrate that I understand cause and effect I can stop and go **Suggested Activities:** - Use Bee Bot to move around a grid following instructions - Move around school to a particular room following instructions of left/right/forwards/backwards – perhaps make it a treasure hunt? - Explore remote controlled devices: cars, drones, helicopters - Use the Omni=Vista for cause and effect - Have a selection of sensory toys – students to choose and then make them stop and go - http://content.twinkl.co.uk/resource/9e/be/T-T-8771-Directions-Instruction-Cards.pdf?__token__=exp=1481612144~acl=%2Fresource%2F9e%2Fbe%2FT-T-8771-Directions-Instruction-Cards.pdf%2A~hmac=6f0b20f457c3f49e5636d793a601fbd626b879907ebdef0993110c6ba926a34a This is a town map that can be used to follow instructions eg can you get to the village shop from the school - Cause and effect games and websites Online switch accessible games: SENICT software - free games for one switch, touch screen or eye gaze. Full screen versions of all software are available to download from Buyzone. SEN Switcher – free games for one switch. SENSwitcher targets ICT skills from purely experiential through cause and effect, switch building, timed activation, targeting and row scanning. Shiny Learning - all these games and demos can be played with a switch, the mouse, the		

keyboard or a touch unless otherwise stated. Download versions which play at full screen available to purchase.

Light Box – free games for one switch (touchscreen and eye gaze). Light Box has 24 abstract interactive scenes which encourage exploration of basic cause and effect. A range of colours, contrasts and background options are provided.

Specialbites - online switch games which are also great on a touchscreen and for learning early mouse skills.

Priory Woods has many switch/touch screen videos that can be played online or downloaded to use on a PC.

Sensory Sound Board - Macbeth's Witches (free) for touch screen and one switch (for practicing simple scan and select). Sixteen simple sound boards with excerpts from Macbeth's 'Witches Scene', stormy weather effects and generally spooky noises are included.

Help Kidz Learn – 80+ Games & Activities that can be accessed using mouse and keyboard, switch(es), touch screen, joy stick, and eye gaze. Annual subscription (1 user licence £49).

http://www.ianbean.co.uk/programs - Over 100 free accessible activities to help develop and build access skills using switches, touch screens, pointing devices such as joysticks or eye gaze.

Carol Mac has loads of these and also a video of me using them with George and Richard W (last year) should anyone need help