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| updated logo Rabbits Class Medium Term Planning for Computing Spring Term 2023 | |
| Topic: Cause and Effect  Press and Hold  press and let go, press it again  sequential awareness; making more happen  Key signing / vocab:press, hold, game, let go, again | 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 computer programs.  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.  Press and hold activity that we used last term – revise use of this.  **Main activity**  **1:1**  **Helpkidzlearn**  **Games and Activities**  **Cause and effect**  **Press and Let go**  The activity will only work when the child is presses the button and then lets go. Model so the child becomes aware of this.  Plenary – Model activity to whole group. | **Lesson 2 – Learn it**  **Main activity**  **1:1**  **Helpkidzlearn**  **Games and Activities**  **Cause and effect**  **Press and Let go,**  **Press it again.**    Plenary – Look at the activity as a group. | **Lesson 3 – Check it**  **Main activity**  **1:1**  **Helpkidzlearn**  **Games and Activities**  **Cause and effect**  **Sequential awareness**    Plenary – Look at the activity as a group. | **Lesson 4 –Show it**  **Main activity**  **1:1**  **Helpkidzlearn**  **Games and Activities**  **Cause and effect**  **Sequential awareness.**  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**  **Helpkidzlearn**  **Games and Activities**  **Cause and effect**  **Sequential awareness – let the children select and demonstrate their understanding of the activity.**  Plenary - Look at the activity as a group. |

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 world  Repeat actions that have an effect.  3-4 year olds  Explore 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  Helpkidzlearn website  Learn how to press and hold to have an effect on what happens on the screen. | Independent activities linked to lesson  Resources  Practice the skill of press and hold | How will the pupils share knowledge during or end of lesson  Show that you can press and hold to gain an effect with little support | Retrieve or generalization of learning after lesson  Press and hold to create an effect on several different activities on the screen. |