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| updated logo Rabbits Class Medium Term Planning for Computing Autumn Term 2022 |
| Topic: Cause and EffectPress and Hold | 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. Previous knowledge of how to work these toys.**Main activity****1:1****Helpkidzlearn****Games and Activities****Cause and effect****Press and Hold.****Grow Musicians.**The activity will only work when the child is pressing the board. 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 Hold.****Grow Patterns.**Plenary – Look at the activity as a group. | **Lesson 3 – Check it****Main activity****1:1****Helpkidzlearn****Games and Activities****Cause and effect****Press and Hold.****Grow Ripples**Plenary – Look at the activity as a group. | **Lesson 4 –Show it****Main activity****1:1****Helpkidzlearn****Games and Activities****Cause and effect****Press and Hold.****Grow Spirals**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****Press and Hold.****Let the children choose from the grow options.**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 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 Helpkidzlearn websiteLearn 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 lessonShow 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. |