Medium Term Planning
Subject: Computing

Term and Year:	Autumn 1 – Year 6
Teacher:	Mrs Appleby
Subject:	Computing systems and networks
Vocabulary that will be taught:	acrostic code, brute force hacking, caesar cipher, chip and pin system, cipher, date shift cipher, encrypt, invention, Nth letter cipher, password, pigpen cipher, secure, technological advancement, trial and error

National Curriculum Objectives:

~ Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

~ Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

~ Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

~ Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Computing Skills that will be taught and assessed:

~ using presentation software

	Focus of each lesson 'Can I…' Statement(s)	Activities/Key points
Lesson 1	To understand that there are lots of different types of secret codes	Children will explore a variety of different codes from simple Caesar ciphers to the Enigma code and discover how to decipher them.

Lesson 2	To understand the importance of having a secure password	Children will learn what 'brute force hacking' is and the importance of secure passwords.
Lesson 3	To understand the importance of Bletchley Park to the World War II war effort	Children will explore and find out about Bletchley Park during the WW2 period and how the first computer cracked the supposed 'unbreakable' Enigma code.
Lesson 4	To understand about some of the historical figures that contributed to technological advances in computing	Children will learn about important historical figures in the field of computing, including Alan Turing, Margaret Hamilton and Steve Jobs.
Lesson 5	To research and present information about historical figures in computing	Children will research and present information about a historical computing figure, explaining the impact of their significance.