

Computing Long Term Plan

Digital literacy and online safety

Computational thinking

Computers and hardware

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1	Using a computer & computing through continuous provision DL CT CH	Using a computer & computing through continuous provision DL CT CH	Exploring hardware CT DL CH	All about instructions CT DL	Introduction to data (EYFS) CT CH	Programming Bee-bots DL CT CH
Class 2 Year A	Getting started – Login navigate and mouse skills Y1 CT DL	Online safety Y2 DL	Programming Bee-bots Y1 CT	What is a computer – Inputs/outputs and uses Y2 CH CT	Algorithms unplugged – Algorithms in real life Y1 CT	International space station - Data collection, display and interpretation Y2 CT DL
Class 2 Year B	Digital imagery – capture and edit photos (ipads) Y1 CH DL	Algorithms and debugging - Programming: Plugged-In and Unplugged Y2 CT	Introduction to data – gathering and recording animal data Y1 DL CH	Programming – Scratch Jr Y2 CT DL	Rocket to the moon - Keyboard skills, sequencing and debugging in a rocket project Y1 DL	Touch typing and staying safe online Y2 DL
Class 3 Year A	Emailing – With cyberbullying and attachments Y3 CT CH DL	Online safety - Learning how to navigate the internet in an informed, safe and respectful way Y4 DL	Networks and the internet – Networks and how devices communicate Y3 CH DL	Website design – Website creation and google sites Y4 CT CH DL	Programming Scratch – Programming apps Y3 CT	Crumble – Make a coloured spinner CT CH DL
Class 3 Year B	Journey inside a computer – Inputs outputs and purpose Y3	Crumble – Make a nightlight CT CH DL	Top trumps database – Understanding and using databases Y3	Further coding with scratch – programming with variables Y4	Digital literacy - Developing filming and editing video skills through the	Investigating weather - Researching and storing data and

	CT CH DL		CH CT	CT	storyboarding and creation of book trailers. Y3 CH DL	green screen video Y4 CH CT DL
Class 4 Year A	Mars Rover 1- Data transfer and binary code Y5 CH DL	Mars rover 2 – 3D design skills Y5 CH DL	Search engines - Research skills and finding accurate information y5 CH DL	Stop motion animation - Storyboarding ideas, taking photographs and editing to create a video animation Y5 CH DL	Crumble – Make a Chair-o-plane CT CH DL	Programming – Music with Sonic Pi Y5 CH CT
Class 4 Year B	Bletchley Park 1 - Code breaking and password hacking Y6 CT CH DL	Bletchley Park 2 - WWII and the first computers Y6 CT CH DL	Tessellation	Skills showcase - Designing and promoting a new product CT CH DL	Crumble – Make traffic lights CT CH DL	Intro to python – Introduction to the programming language python Y6 CT

