

Computing Whole School – Long Term Plan

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Computing is no longer part of the EYFS Framework; however ICT and computing is still used throughout the Early Years. Pupils will use iPads and laptops to develop hand to eye coordination and complete simple programmes. BeeBots are used to develop problem solving, programming and understanding of direction and numbers. Digital cameras (iPads) are available for the children to take photographs of their activities and work and recording buttons allow children to record their thoughts and ideas and replay them back. The interactive whiteboard is used cross-curricular, allowing children to complete maths activities and sorting and selection as well as drawing and music making.					
Year 1	<u>Computing systems and networks</u> Technology around us	<u>Creating Media</u> Digital Painting	<u>Programming A</u> Moving a Robot	<u>Data & information</u> Grouping Data	<u>Creating Media</u> Digital writing	<u>Programming B</u> Programming Animations
Online Safety	Self-Image & Identity	Online Relationships	Online Bullying	Health, Wellbeing & Lifestyle	Privacy & Security	
Year 2	Computing systems and networks IT around us	Creating media Digital Photography	Programming A Robot algorithms	Data and information Pictograms	Creating media Digital Music	Programming B Programming Quizzes
Online Safety	Self-Image & Identity	Online Relationships	Online Bullying	Managing Online Information	Copyright & Ownership	
Year 3	Computing systems and networks Connecting computers	Creating media Stop frame animation	Programming A Sequencing Sounds	Data and information Branching Databases	Creating media Desktop Publishing	Programming B Events and Actions in Programs
Online Safety	Self-Image & Identity	Online Relationships	Online Reputation	Online Bullying	Managing Online Information	Health, Wellbeing & Lifestyle
Year 4	Computing systems and networks	Creating media Audio Production	Programming A Repetition in shapes	Data and information Data Logging	Creating media Photo editing	Programming B Repetition in games
Online Safety	Privacy & Security	Copyright & Ownership	Self-Image & Identity	Online Relationships	Online Reputation	Online Bullying
Year 5	Computing systems and networks Systems and Searching	Creating media Introduction to Vector Graphics	Programming A Selection in Physical Computing	Data and information Flat-file databases	Creating media Video Production	Programming B Selection in quizzes
Online Safety	Managing Online Information	Health, Wellbeing & Lifestyle	Privacy & Security	Copyright & Ownership	Self-Image & Identity	Online Relationships
Year 6	Computing systems and networks Communication and Collaboration	Creating media 3D modelling	Programming A Variables in games	Data and information Spreadsheets	Creating media Web page creation	Programming B Sensing Movement
Online Safety	Online Reputation	Online Bullying	Managing Online Information	Health, Wellbeing & Lifestyle	Privacy & Security	Copyright & Ownership