



Computing Long Term Plan



Y1/2/3

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A	Computing Systems and networks: Improving mouse skills	Programming 1: Algorithms Unplugged	Skills Showcase: Rocket to the Moon	Computing Systems and Networks: What is a computer?	Programming 1: Algorithms and debugging	Online Safety – Y1
B	Programming 1: Digital Bee-Bots	Creating Media: Digital Imagery	Data Handling: Introduction to Data	Coding: Scratch Jnr	Creating Media: Stop Motion with Tablets	Online Safety - Y2
C	Programming: Scratch (Y3)	Microsoft Office 365: Computing systems and networks – Emailing (Y3)	Computing Systems and Networks 1; Networks (Y3)	Data Handling: Comparison card databases (Y3)	Computing Systems and Networks 3: Journey inside a computer (Y3)	Online Safety – Y3

Y4/5/6

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A	Programming 1: Music (Y5)	Computing Systems and Networks: Search engines (Y5)	Programming 2: Computational thinking (Y4)	Microsoft Office 365: Creating media – Website design (Y4)	Programming: Further coding with Scratch (Y4)	Online Safety – Y4
B	Data Handling: Mars Rover (Y5)	Skills Showcase: Mars Rover (Y5)	Skills Showcase: HTML (Y4)	Skills Showcase: Inventing a Product (Y6)	Data Handling: Investigating weather (Y4)	Online Safety – Y5
C	Computer Systems and Networks; Exploring AI (Y6)	Computing Systems and Networks: Bletchley Park and the history (Y6)	Data Handling: Big data (Y6)	Intro to Python (Y6)	Stop-Motion Animation (Y5)	Online Safety – Y6

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EYFS

Within the new EYFS curriculum the 'Technology' strand has been removed from 'Understanding the World' and has not been replaced with any updates guidance. However, computing and technology are still vitally important subjects to teach our Reception children. Teaching computing within the curriculum ensures that children enter Year 1 with a strong foundation of knowledge. Computing activities in the EYFS ensure that children develop listening skills, problem solving abilities and thoughtful questioning – as well as improving subject skills across the different areas of learning. We live in a technological world and technology is integrated into the daily lives of young children. Just as we ensure the children in our care are ready for the adult world by teaching them Maths and English, we should also make sure they are fluent in computer literacy and online safety.

Technology available to the EYFS children includes:

- I pads
- Laptop computers
- Remote control toys
- Beebots
- Interactive whiteboard

National Curriculum Subject Content

Key Stage 1

Pupils should be taught to:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instruction.
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Key Stage 2

Pupils should be taught to:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection and repetition programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- 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.

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