

## Computing Whole School Long Term Plan

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Throughout the year
EYFS		<b>Computing systems and networks: Using a computer</b> Main parts of a computer and how to use the keyboard and mouse.	<b>Programming 1: All about instructions</b> Receive and give instructions	<b>Computing systems and networks: Exploring hardware</b> Tinkering and exploring with different computer hardware	<b>Programming 2: Programming Bee-Bots</b> Directions, experiment with programming a Bee-bot/Blue-bot	<b>Data Handling: Introduction to data</b> Sort and categorise data	<b>Consolidation</b>	
Acorn	C1	<b>Computing Systems and networks: Improving mouse skills</b> Login, navigate and mouse skills	<b>Programming 1: Algorithms Unplugged</b> Algorithms in real life	<b>Programming 2: Bee-Bot</b> Programming functions and capabilities	<b>Creating Media: Digital Imagery</b> Photo capture and editing	<b>Data Handling: Introduction to Data</b> Gathering and recording animal data	<b>Skill Showcase: Rocket to the Moon</b> Keyboard skills, sequencing and debugging in a rocket project	<b>Online Safety Y1</b>
	C2	<b>Computing systems and network 1: What is a Computer?</b> Inputs/Outputs and Uses	<b>Computing Systems and Networks 2: Word Processing</b> Touch typing and staying safe online	<b>Programming 2: Scratch JR</b> Programming apps	<b>Programming 1: Algorithms and Debugging</b> Programming: Plugged-In and Unplugged	<b>Data Handling: International Space Station</b> Data collection, display and interpretation	<b>Creating Media: Stop Motion</b> Storyboarding then creating simple animations	<b>Online Safety Y2</b>
Sapling	C1	<b>Computing systems and networks 1: Networks</b> Sharing information and the internet	<b>Computing systems and networks 2: Emailing</b> With attachments and cyberbullying	<b>Programming: Scratch</b> repetition and 'loops'	<b>Computing systems and networks 3: Journey Inside a Computer</b> Inputs/ outputs and purpose	<b>Creating media: Video Trailers</b> Developing filming and editing video	<b>Data handling-comparison cards databases</b> Understanding and using databases	<b>Online Safety Y3</b>
	C2	<b>Data Handling: Investigating weather</b> Researching and storing data and green screen	<b>Programming 1: further coding with scratch</b> Using variables in coding.	<b>Creating media: Website Design</b> Websie creation and Google sites	<b>Skills showcase: HTML</b> Editing the HTML and CSS of a web page to change the layout of a website and the text and images	<b>Computing systems and networks: Collaborative learning</b> Google Docs, Slides, Form and sheet	<b>Programming 2: Computational Thinking</b> Plugged and unplugged activities to develop the four areas of computational thinking	<b>Online Safety Y4</b>
Oak	C1	<b>Creating media: Stop motion animation</b> Storyboarding ideas, taking photographs and editing to create a video animation	<b>Programming 1: Music Scratch</b> Create sounds and melodies	<b>Programming 2: Micro:bit</b> The meaning and purpose of programming	<b>Computing Systems and Networks: Search Engines</b> Research skills and finding accurate information	<b>Data Handling: Mars Rover 1</b> Data transfer and binary code	<b>Skills Showcase: Mars Rover 2</b> 3D design skills	<b>Online Safety Y5</b>
	C2	<b>Programming: Intro to Python</b> Using the programming language of Python	<b>Data Handling 1: Big Data 1</b> Barcodes, QR and RFID	<b>Data Handling 2: Big Data 2</b> Data usage and smart schools	<b>Computing Systems and Networks: Bletchley Park and the history of computer</b> Code breaking and password hacking	<b>Computing System and Networks:</b> Exploring AI Exploring AI, how it generates texts, images and code.	<b>Skills showcase: Inventing a Product</b> Designing and promoting a new product	<b>Online Safety Y6</b>