

Computing Long Term Plan

	Autumn		Spring		Summer	
CYCLE A **Online Safety runs through every unit in each year group.						
EYFS, Year 1 & 2	Computing Systems: Using Computers Exploring different types of computers, their common parts and how they are used in everyday life.	Programming: Commands Unplugged Exploring commands and instructions through a range of unplugged games.	Skills Showcase: Sending rockets to the Moon Developing keyboard and mouse skills through a range of digital projects.	Programming: Algorithms and debugging Developing an understanding of what an algorithm is and how they can be used,	Creating Media: Digital Designers Creating digital content by using simple digital tools to make drawings, text and recordings.	Computing Systems: Word Processing Developing word processing skills by learning touch typing.
Year 3 & 4	Programming Scratch Exploring scratch by programming an animation, learning new coding concepts, testing and debugging.	Computing systems: Connecting Devices Exploring computers, their components and peripherals, including how devices connect and work together.	Further coding with Scratch Programming a game using variables and sensors, debugging to solve problems.	Computer systems: Connecting Networks Exploring how local networks connect to the internet and how people use the World Wide Web.	Creating: Video Trailers Creating digital media by combining images and videos to produce a short trailer.	Data handling: Investigating Investigating how weather data is gathered, recorded and used to create forecasts.
Year 5 & 6	Programming 1: Scratch Music Developing programming and music skills through creating digital sounds, beats and melodies using coding techniques.	Computing Systems: Websites, storage & searches Explore how the internet and digital systems help us access, store and share information.	Programming 1: Scratch Pixels & Positions Exploring block based programming, focusing on pixels, coordinates, degrees, variables, conditional statements, loops and debugging.	Computing Systems: Understanding hardware, networks & security Exploring how computer systems work, focusing on hardware, networks, storage & data.	Creating Media: Creating animations Planning and creating digital animations by combining images and audio on a timeline.	Data Handling: Exploring Spreadsheets Using spreadsheets or organise, analyse and present data.
CYCLE B **Online Safety runs through every unit in each year group.						
EYFS, Year 1 & 2	Computing Systems: Using Computers Exploring how computers using inputs, programs and outputs to make things happen.	Programming: Bee-Bots Exploring programming by giving clear instructions to a Bee-Bot and explaining how it works.	Creating Digital Imagery Developing photography and image editing skills to capture photos to create an adventure story.	Data Handling: Introduction to data Learning what data is, why it is useful and the different ways that it can be gathered and recorded.	Programming: Scratch Jr Exploring how to use blocks and loops in simple coding.	Programming: Stop Motion Creating simple animations, storyboarding creative ideas and decomposing a story into small parts of actions.
Year 3 & 4	Computational Thinking Developing computational thinking through decomposition, pattern recognition, abstraction and algorithm design to solve problems.	Computing Systems: Managing digital information Understanding how digital information is stored, organised and shared across devices and networks.	Programming: MakeCode Loops Further developing programming skills using the MakeCode platform.	Creating Media: Website Design Creating web content by designing and building simple web pages that combine text and images.	Creating Media: Digital Images Editing digital images by capturing, enhancing and modifying photographs using a range of tools.	Data Handling: Branching Exploring how branching databases organise and classify information using yes/no questions.
Year 5 & 6	Programming: Micro:bit Exploring how to program the BBC micro:bit, creating interactive projects with sensors, variables and conditional statements.	Computing Systems: Machine Learning Exploring how computers can learn from data and considering how training data affects outcomes.	Programming: Python Exploring text based programming with Python, learning how syntax and nested loops control outcomes.	Creating Media: Podcast Producing audio content by planning, recording and editing a podcast for a specific audience and purpose.	Creating Media: Multi-media Bringing together creating media skills to plan and create a multi-media project.	Programming : Bletchley Park Exploring code-breaking at Bletchley Park.