



For with God, everything is possible (Matthew 19:26)

Computing Long Term Plan



Digital Wellbeing is taught throughout the year each half term: Self-Image & Identity, Online Relationships, Online Reputation, Online Bullying, Managing Online Information, Health, Wellbeing and Lifestyle				
Queen's Park 'Crown Curriculum' - all our planning is based on our key principles and intent for our curriculum				
<i>Challenge Resilience Opportunities Wellbeing kNowledge</i>				
Computing strands	Computer Science	Information Technology / Digital Artefacts	Data Representation (taught through STEM / Geography Lessons)	Digital Literacy (taught through STEM / Geography lessons)
EYFS (Computing and technology is within day to day provision)	Year 1 children deliver 'How to use a Beebot' to Reception children Beebots are then used within the provision Introduction to unplugged algorithms and following precise instructions (Jam Sandwich, Robin bird feeder precise instructions)		Grouping objects and counting (Maths)	Keyboard familiarity using 2simple and 2type and 2paint
Year One	Algorithms unplugged Programming – Beebots (Programming A) Programming – Scratch (Programming B)	Technology Around Us Unit 2: Creating Media: Digital Painting (Art)	Weather Pictograms using JIT5 (Science)	Digital Writing (English)
Year Two	Programming A – Beebots Programming B – Scratch Jr (animation or quiz)	Computing Systems and Networks Creating Media – Digital Photography	Materials hunt (Science) Tally and bar graph using Word	Digital Music (Composition) Digital Painting (DT design)
Year Three	Programming A Scratch – Sequencing sounds Programming B Scratch – Events and actions	Computing Systems and Networks Stop frame Animation	Traffic Survey data – using Word to consolidate (Geography and maths)	Desktop Publishing (English/PSHE)
Year Four	Programming A – Turtle Academy	Computing Systems and Networks – The Internet	Sound investigation graph using Data Loggers (TC Lessons 2-4) (Science)	Creating Media – Photo editing Creating Media – Audio Production - Podcast

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	Programming B – Repetition in Games using Scratch	Using Tinkercad for a design (D&T)	Order data loggers	(English/PSHE)
Year Five	Programming B – Sensing Movement (Micro:bit)	Computing Systems & Networks – Systems & Searching	Introduction to Spreadsheets (1 +2) Babies age and height data using Excel (Science)	Creating Media – Video Production
Year Six	Programming A – Selection in Physical Computing using Crumble	Computing Systems & Networks – Communication and Collaboration	Spreadsheets 3,4,5,6 Fairground Rides data – Excel (D&T)	Creating Media – Webpage Creation (English)

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