

COMPUTING LONG TERM PLAN

2022-2024

There is a two-year rolling programme in place (except EYFS) to fit with the mixed aged classes.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	2022 – 2023						2023-2024					
EYFS	<p>Although there is no longer a Technology strand in the 2021 EYFS curriculum we believe that Computing and technology are still vitally important subjects to deliver to Reception children. We aim to ensure that children enter Year 1 with a strong foundation of knowledge about technology but also to ensure that children develop listening skills, problem-solving abilities and thoughtful questioning — as well as improving subject skills across the seven areas of learning. We acknowledge that we live in a technological world and there is no escape from the reality that technology is integrated into the lives of young children. Just as we ensure the children in our care are ready for the adult world by teaching them maths and literacy, we should also make sure that they are fluent in computer literacy and all-important e-safety. Technology will be taught in discrete sessions but will also form part of our continuous provision.</p>											
	Smartie the Penguin		All About Instructions		Beebot		Introduction to data					
	Online Safety		Programming 1		Programmin g 2		Data Handling					
Years 1 and 2	Online Safety Year 1	<i>Digital artwork pointillism - linked to Art. (Additional unit for Year 2)</i> <i>(Word processing new for 2025)</i>	<i>Bee-Bot</i>	<i>Stop motion</i>	Computing art - Improving mouse skills	<i>Programming 2: ScratchJr</i> Moved to 2023 so progressive after beebots.	Online safety Year 2	<i>What is a computer?</i>	<i>Introduction to data handling.</i>	<i>Algorithm unplugged 1</i>	Algorithm and debugging 2	<i>International space station.</i>
	Online safety.		<i>Programming builds from EYFS</i>	<i>Creating media.</i>	Computing systems and networks:	Programming		Computer systems	Data handling 1 (New 2024)	Programming	Programming	Data handling 2 (New 2024)
Years 3 and 4	Online safety.	<i>Programming Scratch</i>	<i>Video trailers</i>	Website design	Emailing	<i>Further coding with scratch.</i>	Online Safety	<i>Networks and the internet</i>	<i>Comparison cards</i>	<i>Journey inside a computer</i>	Collaborative learning	<i>Investigating weather</i>
	Year 3	<i>Programming</i>	<i>Creating media</i>	Creating media	Computing systems	<i>Programmi ng.</i>	Year 4	Computing systems.	Data handling	Computing systems	Computer systems	Data handling

Years 5 and 6	<i>Online safety</i>	<i>Programming :music</i>	<i>Big data 1</i>	<i>Big data 2</i>	<i>stop motion animation</i>	<i>Introduction to python</i>	<i>Online safety</i>	<i>Mars rover 2</i>	<i>Micro:bit</i>	<i>Search engines</i>	<i>History of computers</i>	<i>Inventing a product</i>
	<i>Bletchley park</i>		<i>Data handling</i>	<i>Data handling</i>	<i>Creating media</i>		<i>Mars rover 1</i>		<i>Programming</i>	<i>Computing systems and networks</i>	<i>Creating media</i>	<i>Skills showcase</i>
	<i>Computing systems and networks</i>	<i>Programming</i>					<i>Programming</i>	<i>Skills showcase</i>				