

Long Term Planning - Computing						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Simple Programmes		Picture of Me	Plant Picture	Simple City	2Go
Skill	Mouse Control		Creating Pictures	Creating Pictures	Instructions	Instructions
Reception	Label Body	Diwali Pictures	Police ID Write Name	Moving Bear	2Go	Using Beebots
Skill	Mouse Control	Creating Pictures	Entering Texts	Animations	Instructions	Instructions
Year 1	Unit 1.7 - Coding Purple Mash	Fundamental Programmes	Toys Mind Map	Food Story	Zoo Map	Technology Around Us Teach Computing
Skill	Digital Programmer	Basic Digital Skills	Digital Researcher/Presenter	Digital Publisher	Digital Designer	Computer Systems and Networks
Curriculum Link	Computer Science	Literacy / Maths	Literacy / History	Literacy / Science	Science / Geography	Information technology
Digital Safeguarding	Online Reputation		Managing info online	Privacy and Security	Copyright & Ownership	
Year 2	Unit 2.1 - Coding Purple Mash	Fundamental Programmes	Pictograms Teach Computing	Nursery Rhyme	Explorers	IT Around Us Teach Computing
Skill	Digital Programmer	Basic Digital Skills	Digital Data Handler	Digital Animator	Digital Musician	Computer Systems and Networks
Curriculum Link	Computer Science	Literacy / Maths	Maths	Literacy / Science	History / Music	Information technology
Digital Safeguarding	Copyright & Ownership	Online Reputation	Privacy & Security	Profiles & Security	Managing info online	Managing info online
Year 3	Sequencing Sounds Teach Computing	Fundamental Programmes	Romans Presentation	Turn a Story into a Comic	Puppet Theatre Broadcast	Connecting Computers Teach Computing
Skill	Digital Programmer Scratch/ Lego	Basic Digital Skills	Digital Researcher/Presenter	Digital Publisher	Digital Broadcaster	Computer Systems and Networks
Curriculum Link	Computer Science	Literacy / Maths	Literacy / History	Literacy	D&T / Literacy	Information technology
Digital Safeguarding	Self-Image and Identity	Online Reputation	Managing info online		Online Reputation	Copyright & Ownership
Year 4	Repetition in Games Teach Computing	Fundamental Programmes	Data Logging Teach Computing	Scene from an Animal Story (Rousseau)	Water Cycle Film	The Internet Teach Computing
Skill	Digital Programmer Scratch/ Lego	Basic Digital Skills	Digital Data Handler	Digital Animator	Digital Film Maker	Computer Systems and Networks
Curriculum Link	Computer Science	Literacy / Maths	Maths	Art / Literacy	Geography	Information technology
Digital Safeguarding		Online Reputation	Privacy & Security	Copyright & Ownership	Managing info online	Managing info online
Year 5	Selection in Quizzes Teach Computing	Fundamental Programmes	Chocolate Presentation	Blog	Motion Art	Sharing Information Teach Computing
Skill	Digital Programmer Scratch/ Microbit	Basic Digital Skills	Digital Researcher/Presenter	Digital Publisher	Digital Artist	Computer Systems and Networks
Curriculum Link	Computer Science	Literacy / Maths	Literacy / History	Geography (Fairtrade)	Art	Information technology
Digital Safeguarding		Managing info online	Online Reputation	Managing info online	Managing info online	Managing info online
Year 6	Variables in Games Teach Computing	Fundamental Programmes	Introduction to Spreadsheets Teach Computing	Volcano Animations MicroBit	Communication Teach Computing	School Website Project
Skill	Digital Programmer Scratch/ Microbit	Basic Digital Skills	Digital Data Handler	Digital Animator	Computer Systems and Networks	Digital Creator (21CLD)
Curriculum Link	Computer Science	Literacy / Maths	Maths	Geography	Information technology	Information technology
Digital Safeguarding	Managing info online	Managing info online	Copyright & Ownership	Privacy & Security	Profiles & Security	Online Reputation

Basic Skills			
National Curriculum link:			
<ul style="list-style-type: none"> 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. 			
Year 1:	Keyboard efficiency	Logging on	Using fundamental programmes (Word, PowerPoint, Excel, Teams)
Year 2:		Using a search engine	
Year 3:	How to save How to share	Computer short cuts	Using fundamental programmes (Word, PowerPoint, Excel, Teams, Sway, Forms)
Year 4:			
Year 5:			
Year 6:			Scenario based problems – Choose which programme would be most effective (Word, PowerPoint, Excel, Teams, Sway, Forms)
Computer Science			
National Curriculum links:			
<ul style="list-style-type: none"> 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 in 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. 			
Year 1:	Purple Mash	Beebots	
Year 2:			
Year 3:	Scratch	Lego	
Year 4:			
Year 5:		Microbits	
Year 6:			
Digital Safeguarding (Project EVOLVE)			
National Curriculum Link:			
<ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 			
Year 1:	Online Safety topics MUST be taught through discreet Computing sessions every half term.		
Year 2:	<ul style="list-style-type: none"> Using the Knowledge Maps on Project EVOLVE, create a baseline of pupils understanding. 		
Year 3:	<ul style="list-style-type: none"> Use the results of this to inform your focus for the half term. 		
Year 4:	<ul style="list-style-type: none"> Refer to Digital Safeguarding focus throughout computing sessions to encourage discussions. 		
Year 5:	<ul style="list-style-type: none"> Repeat the Knowledge Map to monitor pupil progress (assessment). 		
Year 6:			
For further reference:			
Core Planning > 2 Long Term Planning > Foundation Subjects > Current > Digital Safeguarding Long Term Plan			
Computer Systems and Networks (Teach Computing)			
National Curriculum link:			
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web.			
Year 1:	Technology Around Us		
Year 2:	IT Around Us		
Year 3:	Connecting Computers		
Year 4:	The Internet		
Year 5:	Sharing Information		
Year 6:	Communication		