Computing Long Term Plan: Cycle A (24/25, 26/27)

Colour Key:		Digital Literacy & Online Safety		Information Technology		Computer Science	
Term	**Year R**	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
Autumn 1	Online Relationships Moving a Robot: Beebot Digital Photography	Online Relationships Technology around us	Online Relationships Digital photography	Online Relationships Connecting Computers	Online Relationships The internet	Online Relationships	Online Relationships Systems and Searching
Autumn 2		Self-image and identity	Robot Algorithms: A	Self-image and identity	Self-image and identity	Self-image and identity Vector drawing	3D Modelling
Spring 1	Self-image and identity Unplugged activities Using technology to inform (seesaw photo)	Moving a Robot A	Self-image and identity Pictograms (taught in maths)	Sequencing Sounds	Programming A: Repetition in shape	Selection in Physical Computing (Crumble)	Self-image and identity Programming A: Variables in games
Spring 2		Grouping Data	Online bullying and reputation	Stop frame animation	Data Logging	Flat file Databases	Programming B: Sensing Movement (micro bits)
Summer 1	Online bullying and reputation Making boats: computational thinking	Online bullying and reputation Digital Writing	Digital Music: Making music	Online bullying and reputation Programming B Events and Actions	Online bullying and reputation Photo Editing	Online bullying and reputation Video Production	Online bullying and reputation Web Page Creation
Summer 2		Programming Animation	Programming B: Quizzes	Desktop publishing: book creator	Repetition in Games	Selection in Quizzes	AI Explorers: Using AI Spreadsheets
Cross curricular		• Seesaw through year to take photographs, complete tasks & typing	• Green Screen in English • -Autumn 2 GFoL • -Summer 1 Speech • Book Creator (English Summer 1) publishing and manipulating text and images	• Green Screen: Summer 2 Roald Dahl • Virtual Reality	• Branching databases (science) • Creating audio: Canada day guides • Virtual Reality	• Data loggers in science • Virtual Reality • Augmented Reality: sand box	• Use of crumble and microbits for fairgrounds • Green Screen in English (summer 2) • Digital Music (in music lessons) • Data loggers in science • Virtual Reality

Computing Long Term Plan: Cycle B (25/26, 27/28)

Colour Key:		Digital Literacy & Online Safety		Information Technology		Computer Science	
Term	**Year R**	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
Autumn 1	• Online Relationships review • Managing Online Information Moving a Robot: Beebot Digital Photography	• Online Relationships review • Managing Online Information Technology around us	• Online Relationships review • Managing Online Information Digital photography	• Online Relationships review • Managing Online Information Connecting Computers	• Online Relationships review • Managing Online Information The internet	• Online Relationships review • Managing Online Information	• Online Relationships review • Managing Online Information Systems and Searching
Autumn 2		Health, wellbeing and lifestyle	Robot Algorithms: A	Health, wellbeing and lifestyle	Health, wellbeing and lifestyle	Health, wellbeing and lifestyle Vector drawing	Programming B: Sensing Movement (micro bits)
Spring 1	Health, wellbeing and lifestyle Unplugged activities Using technology to inform (seesaw photo)	Moving a Robot A	Self-image and identity Pictograms (taught in maths)	Sequencing Sounds	Programming A: Repetition in shape	Selection in Physical Computing (Crumble)	Health, wellbeing and lifestyle 3D Modelling
Spring 2		Grouping Data	Privacy & Security, Copyright & Ownership	Stop frame animation	Data Logging	Flat file Databases	Programming A: Variables in games
Summer 1	Privacy & Security, Copyright & Ownership Making boats: computational thinking	Privacy & Security, Copyright & Ownership Digital Writing	Digital Music: Making music	Privacy & Security, Copyright & Ownership Programming B Events and Actions	Privacy & Security, Copyright & Ownership Photo Editing	Privacy & Security, Copyright & Ownership Video Production	Privacy & Security, Copyright & Ownership
Summer 2		Programming Animation	Programming B: Quizzes	Desktop publishing: book creator	Repetition in Games	Selection in Quizzes	AI Explorers: Using AI Web Page Creation
Cross curricular		• Seesaw through year to take photographs, complete tasks & typing	• Green Screen in English • -Aut 2 GFoL • -Sum 1 Speech • Book Creator (English Summer 1) publishing and manipulating text and images	• Green Screen: Summer 2 Roald Dahl • Virtual Reality	• Branching databases (science) • Creating audio: Canada day guides • Virtual Reality	• Data loggers in science • Virtual Reality	Use of crumble and microbits for fairgrounds • Green Screen in English (summer 2) • Digital Music (in music lessons) • Data loggers in science • Virtual Reality