Computing long term plan

LOW ASH

Learn Achieve Persevere Succeed

PRIMARY SCHOOL

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Although the EYFS framework does not explicitly mention computing within it, we provide opportunities for children to use technology to use computational thinking, solve problems, produce creative outcomes and develop digital literacy.					
Reception						
Orchard	Children in the Orchard are provided with opportunities to engage with technology in meaningful ways, promoting communication, interaction, exploration, creativity and the development of early digital awareness.					
Year 1	**Computer systems and networks** Technology around us **Online safety**	**Creating media** Digital painting **Online safety**	**Programming A** Moving a robot	**Data and information** Grouping data	**Creating media** Digital writing	**Programming B** Programming animations
Year 2	**Computer systems and networks** Information technology around us **Online safety**	**Creating media** Digital photography **Online safety**	**Programming A** Robot algorithms	**Data and information** Pictograms	**Creating media** Digital music	**Programming B** Programming quizzes
Year 3	**Computer systems and networks** Connecting computers **Online safety**	**Creating media** Stop-frame animation **Online safety**	**Programming A** Sequencing sounds	**Data and information** Branching database	**Creating media** Desktop publishing	**Programming B** Events and actions in programs

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Year 4	**Computer systems and networks** The internet **Online safety**	**Creating media** Audio production **Online safety**	**Programming A** Repetition in shapes	**Data and information** Data logging	**Creating media** Photo editing	**Programming B** Repetition in games
Year 5	**Computer systems and networks** Systems and searching **Online safety**	**Creating media** Video production **Online safety**	**Programming A** Selection in physical computing	**Data and information** Flat-file databases	**Creating media** Vector graphics	**Programming B** Selection in quizzes
Year 6	**Computer systems and networks** Communication and collaboration **Online safety**	**Creating media** Webpage creation **Online safety**	**Programming A** Variables in games	**Data and information** Introduction to spreadsheets	**Creating media** 3D modelling	**Programming B** Sensing movements

At least two Project Evolve sessions are completed each half-term following the baseline recommendations. See class online safety overview for foci.