



Computing Long Term Plan

	Aut 1 (1)	Aut 2 (2)	Spr 1 (3)	Spr 2 (4)	Sum 1 (5)	Sum 2 (6)
Topics	It's good to be me!		Once upon a time...		It's a wonderful world!	
EYFS	In EYFS, Our Computing learning is centred around play-based, unplugged (no computer) activities that focus on building children’s listening skills, curiosity and creativity and problem solving. Technology and computing in the Early Years can mean, and we provide children with opportunities to: take photographs with a camera or tablet, search for information on the internet, play games on the interactive whiteboard, exploring an old typewriter, mechanical toys, using a Beebot, watching a video clip and listening to music. We also encourage systematic, logical thinking.					
Topics	Long, Long, Ago		Paddington meets the King		Rumble in the jungle	
Year 1	Online Safety Digital Literacy and Computer Hardware ‘Getting Started’ Login, navigate and mouse skills	Computational Thinking 'Programming: Beebot’	Computational Thinking 'Algorithms unplugged’ Algorithms in real life (instructions)	Digital Literacy and Computer Hardware & Computational Thinking 'Digital imagery’ Photo capture and editing	Digital Literacy and Computer Hardware ‘Introduction to data’ Gathering and recording data	Digital Literacy ‘Rocket to the moon!’ Keyboard skills, sequencing and debugging a rocket project!
Topics	All Around the World		Fire and Ice		Natural Life	
Year 2	Online Safety Computational Thinking & Computer Hardware ‘What is a computer?’ Inputs/outputs and uses	Digital Literacy ‘Word Processing’ Touch typing	Computational Thinking and Digital Literacy ‘Programming Scratch Jr’ Programming apps	Computational Thinking ‘Algorithms and debugging’	Computational Thinking and Digital Literacy ‘International space station’	Computer Hardware and Digital Literacy ‘Stop Motion’
Topics	UK & Stone Age		Saxons & Vikings		Rivers & York	
Cycle A 3/4	Online Safety Digital Literacy: <u>Top Trumps database</u> – develop understanding of data and databases by ordering and filtering.	Digital Literacy: <u>Digital literacy</u> – developing video skills.	Digital Literacy: <u>Emailing</u> : sending emails, cyber bullying and fake emails.	Computational thinking and computer Hardware <u>Journey inside a computer</u> :	Computational Thinking: <u>Programming: Scratch</u> – designing, writing and debugging.	Computer Hardware: <u>Networks</u> : Understanding how computers communicate and data is transferred.
Topics	Egyptians		Volcanoes, Earthquakes and Italy		Romans	
Cycle B 3/4	Online Safety Digital Literacy & Computer Hardware ‘The internet’	Digital Literacy and Computational thinking 'Investigating weather’	Digital Literacy ‘Website Design’	Digital Literacy & Computational Thinking ‘HTML’	Digital Literacy ‘Collaborative learning’	Computational Thinking ‘Computational thinking’
Topics	Benin		Americas		Noble Northamptonshire	
Cycle A 5/6	Online Safety Digital Literacy ‘Online Safety’ – recognise acceptable and unacceptable behaviour.	Computational thinking and Computational Hardware ‘Micro:bits’: Programming and block coding.	Digital literacy and Computational Thinking. ‘Sonic Pi’ – composing music using code.	Digital literacy ‘Search Engines’ – accuracy of information.	Digital literacy and Computational Hardware ‘Mars Rover 1’ – computer networks, inputs, outputs and binary numbers.	Digital literacy and Computational Hardware ‘Mars Rover2’ – online Computer Aided Design software (CAD)
Topics	Ancient Greece		Las Montañas		Crime and Punishment	
Cycle B 5/6	Online Safety Digital literacy & Computational Thinking ‘Bletchley Park 1’	Digital literacy & Computer Hardware ‘Bletchley park 2’	Computational Thinking ‘Intro to Python’	Digital literacy & Computer Hardware ‘Big data 1’	Digital literacy & ‘Big data 2’	Digital literacy. Computer Hardware & Computational Thinking ‘Skills showcase’

