



## Long Term Plan Computing

	Autumn Term		Spring Term		Summer Term	
	1	2	3	4	5	6
<b>Year R</b>	Set up continuous provision in your classroom: Computing through continuous provision	Computing systems and networks: Using a computer	Programming 1: All about instructions	Computing systems and networks: Exploring hardware	Programming 2: Programming Bee Bots	Data Handling: Introducing data
<b>Year 1</b>	Computing systems and networks: Improving mouse skills	Programming 1: Algorithms unplugged	Skills Showcase: Rocket to the moon	Programming 2: Programming Bee Bots	Creating media: Digital imagery	Data handling: Introduction to data
<b>Year 2</b>	Catch up unit 1	Computing systems and networks: What is a computer?	Programming 1: Algorithms and debugging	Programming 2: Scratch Jr	Computing systems and networks 2: Word processing	Data handling: International Space Station
<b>Year 3</b>	Catch up unit 1	Catch up unit 2	Computing systems and networks 1: Networks and the internet	Programming: Scratch	Computing systems and networks 3: Journey inside a computer	Data handling: Comparison cards databases
<b>Year 4</b>	Computing Systems and Networks: Collaborative Learning	Programming 1: Further Coding with Scratch	Creating media: Website design	Skills Showcase: HTML	Programming 2: Computational Thinking	Data handling: Investigating weather
<b>Year 5</b>	Catch up unit 1	Catch up unit 2	Computing systems and networks: Search engines	Programming 1: Music	Creating media: Stop motion animation	Data handling: Mars Rover 1
<b>Year 6</b>	Catch up unit 1	Bletchley Park	History of computers	Catch up unit 2	Introduction to Python	Big data 1

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