Computing Long Term Plan

EYFS

In EYFS, children in Nursery and Reception have open access to interactive whiteboards, where they independently access a range of games and software. In Nursery, children use programmable resources such as Beebots to explore how things work. In Reception, children use iPads to access apps and the internet as part of their topic learning and to further their knowledge. They also take part in discussions regarding online behaviours and internet safety regularly throughout the year.

Loxdale Primary School, Dudley Street, Bilston, WV14 0AU

Computing Long Term Plan

Autumn 1

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Year 1			Computing systems and networks – Technology around us					
Year 2				Computing systems and networks – IT around us				
Year 3					Computing systems and networks – Connecting computers			
Year 4						Computing systems and networks – The Internet		
Year 5							Computing systems and networks – Sharing information	
Year 6								Computing systems and networks – Communication

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Autumn 2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Year 1		Creating media – Digital painting					
Year 2			Creating media – Digital photography				
Year 3				Creating media – Animation			
Year 4					Creating media – Audio editing		
Year 5						Creating media – Vector drawing	
Year 6							Creating media – 3D Modelling

Spring 1

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Year 1		Creating media – Digital writing					
Year 2			Creating media – Making music				
Year 3				Creating media – Desktop publishing			
Year 4					Creating media – Photo editing		
Year 5						Creating media – Video editing	
Year 6							Creating media – Web page creation

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Spring 2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Year 1	Data and information – Grouping data					
Year 2		Data and information – Pictograms				
Year 3			Data and information – Branching databases			
Year 4				Data and information – Data logging		
Year 5					Data and information – Flat-file databases	
Year 6						Data and information – Spreadsheets

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Summer 1

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Year 1	Programming A – Moving a robot					
Year 2		Programming A – Robot algorithms				
Year 3			Programming A – Sequence in music			
Year 4				Programming A – Repetition in shapes		
Year 5					Programming A – Selection in physical computing	
Year 6						Programming A – Variables in games

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Summer 2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Year 1	Programming B – Introduction to animation							
Year 2		Programming B – An introduction to quizzes						
Year 3			Programming B – Events and actions					
Year 4				Programming B – Repetition in games				
Year 5					Programming B – Selection in quizzes			
Year 6						Programming B – Sensing		

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