

Computing Curriculum Long Term Plan

EYFS

Computing is no longer part of the EYFS Framework, however ICT and computing is still used throughout the Early Years. Pupils will use ipads and desktop computers to develop hand to eye coordination and complete simple programmes. Robots including Beebots and Code-a-Pillars are used to develop problem solving, programming and understanding of direction and numbers. Digital cameras are available for the children to take photographs of their activities and work and recording buttons allow children to record their thoughts and ideas and replay them back. The interactive whiteboard is used cross-curricular, allowing children to complete maths activities and sorting and selection as well as drawing and music making.

Year Group	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Year One	<p>E-Safety – introduction Using Technology – what is technology – not just using computers! Safe use of technology – electronic devices</p>	<p>Using the internet. E-safety – keeping safe Programming and control – toys and devices – beebots(sequencing and instructions)</p>	<p>Digit Media – taking photographs, begin to record video, begin to record sounds. E-Safety- sharing images/videos</p>	<p>Creating and Publishing – add text to photos, graphics, drawings and sounds. E-Safety – Cyber-bullying</p>	<p>Using Data – sort objects into groups using a given or chosen criteria.</p>	<p>Communicating and collaborating online – class email and respond to messages E-Safety – cyber-bullying, sharing personal information Modelling and simulations – relate to fire of London.</p>
Year Two	<p>E-safety – develop understanding Using technology – develop keyboards skills, typing speed using programmes and games. Safe use of technology – posture</p>	<p>Programming and control Scratch Understand algorithms Create and debug simple programs</p>	<p>Digit media – develop use of video, create basic images, continue to take photographs. E-Safety- sharing images/videos</p>	<p>Using data – graphs, pictograms, branching databases. Using the internet – link to topic – how can this be used to help us research? E-safety –safe searching Creating and publishing – word processing (changing font, colour, adding images etc) saving and loading work</p>	<p>Modelling and simulations – exploring changing variables. Communicating and collaborating online – looking at different ways messages can be sent.</p>	<p>Communicating and collaboration – continue to contribute to class email – incorporate postcards – write to Year 2 children in another school. E-Safety – cyber-bullying, sharing personal information</p>

Year Three	Using technology – to develop throughout the year – increase independence and confidence in using a range of devices. Communicating and collaborating online – email- add ideas/shares stories.					
	E-Safety – cont to develop awareness – esp photos online. Safe searching Using the internet – develop key questions to search for specific info, use favourites toolbar – be able to describe process	Creating and publishing – more advance word processing features, produce collaborative presentation – create posters, leaflets etc E-Safety – cyber-bullying	Using data – create graphs and charts	Using data – record sound levels etc using a sensor. Digit media – sound, video, photographs	Modelling and simulations – build a game where rocks are the obstacles!	Programming and control – basic puzzles and quizzes – changing parameters.
Year Four	Using technology – to develop throughout the year – increase independence and confidence in using a range of devices. Make sensible choices. Using the Internet – developed alongside all other subjects – how to search successfully. Communicating and collaborating online – email- add ideas/shares stories – intro cc and bcc fields – understand all changes are visible.					
	E-Safety Creating and Publishing – create website based on topic E-Safety- sharing images/videos	Programming and control – more complex instructions (on screen and floor turtles)	Digital media – animations with sound, record and edit video, continue to take photographs and download/edit. E-Safety- sharing images/videos	Modelling and simulations – begin to represent 3d objects or items	Using data – plan and create own databases E-Safety – cyber-bullying, sharing personal information	Creating and publishing – use more advanced presentation skills – include hyperlinks. Posters and leaflets E-Safety – cyber-bullying
Year Five	Using technology – to develop throughout the year – increase independence and confidence in using a range of devices. Make sensible choices. Using the Internet – developed alongside all other subjects – how to search successfully. Communicating and collaborating online – email- add ideas/shares stories – intro cc and bcc fields – understand all changes are visible.					
	E-Safety – online gaming/keep info secure. Using data – spreadsheets – weather graphs	Using the internet –develop different strategies. E-safety – safe searching	Creating and publishing – alternative presentation material.	Using data – develop from autumn 1.	Programming and control – understand and use codes.	Digital media – link to topic – video with music (crime and punishment) E-Safety- sharing images/videos
Year Six	Using technology – to develop throughout the year – increase independence and confidence in using a range of devices. Make sensible choices. Using the Internet – developed alongside all other subjects – how to search successfully. Communicating and collaborating online – email- add ideas/shares stories – intro cc and bcc fields – understand all changes are visible.					
	E-Safety – cyber-bullying– create booklet for different year groups. Digital media – link to Herd Farm – using more complex effects.	Creating and publishing – create webpage/blog on school page – What are we achieving/celebrating in Year 6?	Communicating and collaborating online. E-Safety- cyber-bullying, sharing personal information	Using data – develop from year 5 – begin to use formula – link to climate/weather.	Digital media – linked the still life – manipulate photographs to create piece of art. E-Safety- sharing images/videos	Programming and control – develop use of visual based programming software (scratch/minecraft)