

Computing – Long Term Plan – 2023-2024

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	My First Steps Logon/log off, exploring learning apps	A Splash of Colour Creating art, saving, opening and editing work	Robot Programmers Introduction to Algorithms, sequence and debugging	What in the World Technology around us and how it contributes to daily lives	Data Sorters Introduction to how computers sort data for us	Blocks of Wonder 1 Introduction into using block coding to create a simple program
Year 2	Blocks of Wonder 2 Using variables and random operators within a program	Skills Upgrade Using applications to improve computing key skills such as typing and mouse control	Let's get Moving Stop animation and programmed animation	Feel the Beat Using digital devices to create musical beats	Tell Me a Story Creating a digital comic strip	What's Cooking Understanding algorithms outside of programming
Year 3	Morden Meets Audible Using audio capture devices to create a digital audio book	LAN WAN Thinking Introduction to Local and Wide area networks, IP addresses and how networks work	My Game Rocks Expanding block coding to include loops, Booleans and sensing	My First Webpage Creating a webpage based on class topic using WYSIWYG editor	Say Hello World Using various computing languages to see the similarities and differences	Forms Sorts and Cells Using spreadsheets to input, sort and display data
Year 4	Here I am Introduction to sharing content online and the safety precautions that should be taken	Maths App Using block coding to look at user input and how that can be used with in an application	Movie Trailer Exploring videographer skills and production	3D Sculpture Design Using a 3D CAD application to create 3D sculptures (linked to class or art topic)	Let's go on Holiday Using safe and accurate search strategies to plan and cost a holiday	Webpage Upgrade Expanding on webpage knowledge, looking at common tags and CSS styling (Cascading Style Sheets)
Year 5	The Encryption Factor Looking at the basics of encryption and how to secure data	Stop Think and Share Deeper investigation into social media, the risks and the positives	Hey DJ Using digital devices to create a composition to play alongside a film or scene	Making a movie Using various digital devices to shoot, edit and produce a short movie	Tell me about it Blogging – using the class topic and online safety strategies to safely share blog posts	Kodu First Steps Using a 3D game engine to start creating a more immersive game experience
Year 6	Kodu Development Creating a computer-controlled object to compete against a user	Streaming Dreaming Introduction to YouTube Screen capturing onscreen application and adding audio commentary	Helpful Resources Using safe search strategies to create a peer reviewed selection of helpful websites for children	Healthy Living Using the internet to look at the effect of screen time and other ways to stay healthy	Memory Box Part 1 Creating a digital memory box of children's time in primary school, using various application to combine multiple media types	Memory Box Part 2 Understanding ownership and the importance of consent when using media created by others, encryption of external devices for security