
 <h2 style="text-align: center;">Computing Long Term Plan</h2> <p style="text-align: center;">2023 - 2024</p> 						
Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computer Science						
FS1	Children will begin to follow a set of verbal instructions to complete a task.					
FS2	Building on previous skills, the children will begin to follow a sequence of instructions to complete tasks using appropriate language such as first, next, then. Throughout the EYFS curriculum, the children will be encouraged to speculate on why things happen and how things work.					
Year 1	Physical Computing Bee-Bot robots <i>Sequencing directions</i>	Sequencing Code Safari app <i>Sequencing directions</i>		Sequencing Code Studio A: Lessons 2, 4, 5 & 6 <i>Develop sequential algorithms</i>	Loops Code Studio A: Lessons 8, 9 & 10 <i>Simple count controlled loops</i>	Events Code Studio A: Lessons 12, 13 <i>When arrow key pressed</i>
Year 2		Sequencing Code Studio B: Lessons 3, 4, & 5 <i>Compass directions</i> <i>Debugging</i> Loops Code Studio B: Lesson 7 <i>Count controlled loops</i>	Scratch Jr App <i>Create sprites</i> <i>Choose background</i> <i>Use coding blocks to program</i>		Loops Code Studio B: Lessons 8 & 9 <i>Count controlled loops</i> Events Code Studio B: Lesson 12 <i>When arrow pressed</i> <i>When sprite clicked</i>	
Year 3	Sequencing Code Studio C: Lessons 3 & 4 <i>Forward & backward</i> <i>Right turn/Left turn</i> <i>Debugging - steps</i>		Sequencing Code Studio C: Lessons 5 & 6 <i>Forward & backward</i> <i>Right turn/Left turn</i> <i>Move & jump</i> <i>Debugging - steps</i> Loops Code Studio C: Lesson 8 & 9 <i>Count controlled</i>		Loops Code Studio C: Lesson 10 <i>Count controlled</i> Events Code Studio C: Lessons 11, 12 & 13 <i>When sprite 1 touches sprite 2</i>	Events Code Studio C: Lesson 16 <i>End of course project</i>
Year 4		Sequencing and Debugging Code Studio D:	Repetition - Loops Code Studio D: Lesson 9 & 10	Repetition - Loops Code Studio D: Lessons 11		Conditionals Code Studio D:

		<p>Lesson 5 <i>Debugging pre-made code</i></p> <p>Events Code Studio D: Lesson 6 & 7 <i>When keys pressed</i> <i>When beats changes</i></p>	<i>Nested loops</i>	<i>Nested Loops</i>		<p>Lesson 13, 14, 15 & 16 <i>If/else</i> <i>While</i> <i>Until</i></p>
Year 5/6	<p>Sprites and behaviours, events, inputs & variables Code Studio F: Lessons 2, 3, 4, 6 & 7 <i>Controlling multiple sprites</i> <i>Events</i> <i>Behaviour</i> <i>Creating and using variables</i></p>		<p>Inputs and variables Code Studio F: Lessons 9, 10, 11 & 12 <i>Creating and using variables</i></p>		<p>Machine learning Code Studio F: Lessons 13 & 14</p>	
Online Safety & Digital Literacy						
FS1	<p><i>Online safety is included within our PHSE Sessions, as well as being taught through separate standalone lessons such as 'Smartie the Penguin'. This is taught in an age appropriate and sensitive manner as they learn how to be safe on the internet.</i></p>					
FS2						
Year 1	<p>Smartie the Penguin EfCW <i>Online Relationships</i> <i>Managing Online Information</i></p> <p>Online Safety and Exploring Purple Mash Purple Mash Unit 1.1</p>	<p>Jessie and Friends: Watching Videos EfCW <i>Self-Image and Identity</i> <i>Managing Online Information</i></p>	<p>Technology Outside School Purple Mash 1.9 <i>What is technology?</i> <i>Technology Outside School</i></p>	<p>Media Balance Is Important EfCW <i>Managing Online Information</i> <i>Self-image and Identity</i> <i>Online Bullying</i> <i>Health, Well-Being and Lifestyle</i></p>	<p>Safety in My Online Neighbourhood EfCW <i>Managing Online Information</i> <i>Privacy and Security</i></p>	<p>Pause for People EfCW <i>Health, Well Being and Lifestyle</i> <i>Self-Image and Identity</i></p>
Year 2	<p>eAware Passwords <i>Privacy and Security</i></p>	<p>eAware Friends <i>Online Relationships</i></p>	<p>eAware Time Online <i>Health, Wellbeing and Lifestyle</i></p>	<p>eAware Positive Communication <i>Online Bullying</i></p>	<p>eAware Private Information <i>Managing Online Information</i> <i>Privacy and Security</i></p>	<p>eAware Digital Footprints <i>Online Reputation</i></p>
Year 3	<p>eAware Cyberbullying</p>	<p>eAware Digital Footprints</p>	<p>eAware FakeNews</p>	<p>eAware Friends</p>		<p>eAware Passwords</p>

	<i>Self-image and Identity Online Relationships Online Reputation Online Bullying</i>	<i>Privacy and Security Online Reputation Managing Information Online</i>	<i>Managing Information Online</i>	<i>Self-image and Identity Online Relationships Online Reputation Online Bullying</i>		<i>Privacy and Security</i>
Year 4	eAware Phishing <i>Managing Online Information Privacy and Security</i>	eAware Photos <i>Self-image and Identity Online Reputation Managing Online Information</i>	eAware Self-Image <i>Self-image and Identity Health, Wellbeing and Lifestyle</i>	eAware Things are not always as they seem <i>Managing Online Information</i>	Hardware Investigations Purple Mash Unit 4.8	eAware Time Online <i>Health, Wellbeing and Lifestyle</i>
Year 5/6	eAware Phishing <i>Managing Online Information Privacy and Security</i>	eAware Privacy Settings <i>Managing Online Information Privacy and Security</i>	eAware Self-Image <i>Self-image and Identity Health, Wellbeing and Lifestyle</i>	eAware Tik-Tok <i>Online Relationships Online Bullying Health, Wellbeing and Lifestyle Privacy and Security</i>	eAware Time Online <i>Health, Wellbeing and Lifestyle</i>	eAware WhatsApp <i>Online Relationships Online Bullying Health, Wellbeing and Lifestyle Privacy and Security</i>
Information Technology & Digital Literacy						
FS1	Me and My Family / Pets Autumn / Celebrations IT is embedded within our EYFS curriculum rather than taught as a standalone subject. They will use iPads to take photographs during their autumn walk and use interactive whiteboard games during lessons.		Wonderful Water Animals in the Wild The children will begin to utilise computer resources to look at pictures and PowerPoints. The children will create an animal picture using the Purple Mash 'paint' functionality.		Growth / Life Cycles Journeys / Near and Far With support from the class teacher the children will begin to use computer search functions to look at things such as where they have been on holiday and study an area using Digimaps.	
FS2	Me and My Family / Pets Autumn / Celebrations The children will begin to become more confident in their use of computer resources, taking photographs during their autumn walk and creating a collage. With their class teacher, they will use computers to look at different celebrations, such as Diwali.		Wonderful Water Animals in the Wild The children will use iPads to begin to undertake independent research, looking at different animals in the wild and water habitats like the arctic.		Growth / Life Cycles Journeys / Near and Far The children will begin to expand the number of apps and computer functions that they are familiar with. In small groups, they will start to explore Digimaps and other tools such as Google Maps and Google Earth.	
Year 1		Data and Information Pictograms Purple Mash Unit 1.3	Data and Information Grouping and Sorting Purple Mash Unit 1.2 Internet Research Safari Image Search <i>Image Search and Save</i>		Modelling, Music and Media Shadow Puppet Edu App <i>Create a short narrated movie</i>	Word Processing and Functional Skills Animated Stories Purple Mash Unit 1.6

Year 2	Modelling, Music and Media Creating Pictures Purple Mash Unit 2.6		Internet Research Effective Searching Purple Mash Unit 2.5	Modelling, Music and Media Making Music Purple Mash Unit 2.7 Data and Information 2Graph Purple Mash <i>Create block graphs using 2Graph</i>	Modelling, Music and Media Koma Koma <i>Create stop frame animation film</i>	Word Processing & Functional Skills Presenting Ideas Purple Mash Unit 2.8
Year 3	Word Processing & Functional Skills Touch Typing Purple Mash Unit 3.4	Word Processing & Functional Skills Presenting with PowerPoint Purple Mash Unit 3.9		Data and Information Branching Databases Purple Mash Unit 3.6	Internet Research Google Search <i>Develop key search questions</i>	Data and Information Spreadsheets Purple Mash Unit 3.3
Year 4	Word Processing & Functional Skills Writing for Different Audiences Purple Mash Unit 4.4	Modelling, Music and Media Google Earth <i>3-D tour presentation</i>	Modelling, Music and Media Animation Purple Mash Unit 4.6	Internet Research Effective Searching Purple Mash Unit 4.7 Word Processing & Functional Skills Microsoft Word <i>Develop basic word processing skills</i>	Modelling, Music and Media Making Music Purple Mash Unit 4.9	
Year 5/6		Word Processing & Functional Skills Text Adventures Purple Mash Unit 6.5		Data and Information Quizzing Purple Mash Unit 6.7	Modelling, Music and Media iMovie app <i>Create a movie trailer</i>	Computers and Networks Networks Purple Mash 6.6 Modelling, Music and Media Google Earth <i>Add information and images to a Google Earth project</i>