

Computing

Long-term plan



There are 4 strands of learning:

- Programming
- Using a computer
- Data handling
- Creating using media

	Autumn	Spring	Summer
F1	F1 – PSED		
F2	<ul style="list-style-type: none"> • Increasingly follow rules, understanding why they are important. <p>Physical development</p> <ul style="list-style-type: none"> • Match their developing physical skills to tasks and activities in the setting. <p>Understanding the World</p> <ul style="list-style-type: none"> • Explore how things work. <p>F2 – PSED</p> <ul style="list-style-type: none"> • Show resilience and perseverance in the face of a challenge. <p>Physical Development</p> <ul style="list-style-type: none"> • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of ‘screen time’. <p>Expressive Arts and Design:</p> <ul style="list-style-type: none"> • Explore, use and refine a variety of artistic effects to express their ideas and feelings <p>ELG:</p> <p>PSED: Managing self</p> <ul style="list-style-type: none"> • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. <p>Expressive Art and Design: Creating with materials</p> <ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 		

Y1	Computer systems and networks – technology around us Lesson 1 Lesson 3 (mouse skills) Lesson 4 (keyboard)	Digital Writing Can follow the plan or create own units *look at learning graph for skills and concepts https://www.j2e.com/jit5# And typing games etc	Moving a Robot: Beebots (prog A)		Digital Painting
Y2	Computer systems and networks IT around us Lesson 1 (what is IT) Lesson 3 (IT in the world) Lesson 4 (benefits of IT)	Digital photography (L1 – 4) taking pictures and skills 5 – 6 editing images	Making music	Data and information – Pictograms - if link to maths/science the unplugged lessons of creating a pictogram will not be needed	Programming B – An introduction to quizzes (scratch Jnr)
Year 3	Desktop Publishing (need an adobe account setting up) Or Stop Motion Animation (imotion app downloading on to ipads – links to Romans)		Data and Information – Branching Databases/ Data Loggers (link to science)		Prog A – Sequence in Music Scratch
Year 4	Audio editing (bandlab) or photo editing (pixlr on chrome books or could use ipads?) free apple book – everyone can create photo		Computer systems and networks (mixed plan) Covers networks and the internet/www		Prog B – Repetition in Games Scratch
Year 5	Computer systems and networks – sharing information *	Flat – file databases	Prog B – selection in quizzes Scratch		Media – Vector graphics (use PowerPoint)
Year 6	Computing systems and networks – communication *	Spreadsheets	Film Making (Video Editing Yr 5) - end product use imovie		Programming A – Variables in Games Scratch *potential to add physical computing kits in (Prog A – year 5, prog B – year 6)

