



# HOLY TRINITY

## Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Nursey</b>	Using an interactive white board	Using a mouse	Using 2 simple on an IWB	Selecting 2 simple using a mouse.	Re-capping skills	
<b>Reception</b>	<b>Explore</b> —Exploring classroom technology <b>Computing systems and networks 2</b> <b>Programming 1:</b> All about instructions		<b>Programming : Bee-bots 1,2,3,5</b>		<b>Introduction to data L1 - 5</b>	
<b>Year 1</b>	<b>Algorithms unplugged</b> Algorithms in real life	<b>Programming: Bee-Bot</b> Programming functions and capabilities	<b>Digital imagery</b> Photo capture and editing		<b>Computing systems and networks: Improving mouse skills</b> Login, navigate and mouse skills	
<b>Year 2</b>	<b>What is a computer?</b> Inputs/outputs and uses  All lessons.	<b>Word processing</b> Touch typing and staying safe online Word processing – lesson 1 and 2 E safety – lesson 1 and 2 (other content covered in PSHE)	<b>Programming: ScratchJr</b> Programming apps  Lessons 1 and 2.	<b>Algorithms and debugging</b> Programming: Plugged-In and Unplugged  Lesson 1 and 2 adapted.	<b>International Space Station</b> Data collection, display and interpretation.  All lessons.	<b>Stop motion</b> Storyboarding then creating simple animations  All lessons.
<b>Year 3</b>	<b>Online Safety</b> Learning about online safety: ‘fake news’, privacy settings, ways to deal with upsetting online content, protecting our personal information on social media	<b>Top trumps databases</b> Understanding and using databases	<b>Programming: Scratch</b> Programming apps		<b>Emailing</b> With attachments and cyberbullying	<b>Journey inside a computer</b> Inputs/outputs and purpose

<b>Year 4</b>	<b>Investigating weather</b> Researching and storing data and green screen video	<b>Further Coding with Scratch</b>	<b>HTML</b> Editing the HTML and CSS of a web page to change the layout of a website and the text and images <b>&amp; Online Safety</b> Learning how to navigate the internet in an informed, safe and respectful way		<b>Computational thinking</b> Plugged and unplugged activities to develop the four areas of computational thinking	<b>Investigating weather</b> Researching and storing data and green screen video
<b>Year 5</b>	<b>Online Safety</b> Potential dangers and safety	<b>Stop Motion Animation</b> Storyboarding ideas, taking photographs and editing to create a video animation	<b>Mars Rover 1</b> Data transfer and binary code	<b>Mars Rover 2</b> 3D design skills	<b>Micro:bit</b> The meaning and purpose of programming	
<b>Year 6</b>	<b>Online Safety</b> Learning how to navigate the internet in an informed, safe and respectful way	<b>Intro to Python</b> Using the programming language of Python	<b>Big Data 1 &amp; 2</b> Barcodes, QR codes and RFID. Data usage and smart schools	<b>Bletchley Park 1 &amp; History of computers</b> Code breaking and password hacking. WWII and the first computers		<b>Skills showcase</b> Designing and promoting a new product