



HOLY TRINITY

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursej	Using an interactive white board	Using a mouse	Using 2 simple on an IWB	Selecting 2 simple using a mouse.	Re-capping skills	
Reception	Explore—Exploring classroom technology Computing systems and networks 2 Programming 1:All about instructions		Programming : Bee-bots 1,2,3,5		Introduction to data L1 - 5	
Year 1	Algorithms unplugged Algorithms in real life 4 lessons: 1, 2 , 4 and 5 only)	Programming: Bee-Bot Programming functions and capabilities 4 lessons: 1, 3, 4 and 5 only	Digital imagery Photo capture and editing 3 lessons: 1-3 only		Computing systems and networks: Improving mouse skills Login, navigate and mouse skills 3 lessons: 1-3 only	
Year 2	What is a computer? Inputs/outputs and uses 3 lessons: 1, 2 and 5 only	Word processing Touch typing and staying safe online 4 lessons: Teach all five by combining lessons 3 and 4	Programming: ScratchJr Programming apps 4 lessons: 1, 2, 4 and 5 only	Algorithms and debugging Programming: Plugged-In and Unplugged 4 lessons: 1, 2, 4 and 5 only	International Space Station Data collection, display and interpretation. 3 lessons: 1, 3 and 5 only	Stop motion Storyboarding then creating simple animations
Year 3	Online Safety Learning about online safety: ‘fake news’, privacy settings, ways to deal with upsetting online content, protecting our personal information on social media All 4 lessons	Top trumps databases Understanding and using databases	Programming: Scratch Programming apps 4 lessons: 1, 2, 3 and 5 only		Emailing With attachments and cyberbullying	Journey inside a computer Inputs/outputs and purpose 3 lessons: 1, 2 and 5 only

Year 4	Investigating weather Researching and storing data and green screen video 3 lessons: 1, 3 and 4	Further Coding with Scratch Creating a simple script in Scratch, using decomposition and understanding what variables are. 3 lessons: 2-4 only	Online Safety Learning how to navigate the internet in an informed, safe and respectful way 4 lessons: 1, 2, 3 and 5		Computational thinking Plugged and unplugged activities to develop the four areas of computational thinking 4 lessons: 1-4 only	Collaborative learning Using a range of tools to work collaboratively in a responsible and considerate way. Option 2: Microsoft Office 365) 4 lessons: 1, 3, 4 and 5
Year 5	Online Safety Potential dangers and safety 3 lessons: 1, 4 and 5	Stop Motion Animation Storyboarding ideas, taking photographs and editing to create a video animation 4 lessons: 1-4	Mars Rover 1 Data transfer and binary code 3 lessons: 1, 2 and 4	Search engines Understanding how search engines work and developing searching skills to find relevant and accurate information online. (4 lessons: 1-4)	Programming Music Option 2: Scratch) 4 lessons: 1-4 Applying programming skills to create sounds and melodies leading to a battle of the band performance.	
Year 6	Online Safety Learning how to navigate the internet in an informed, safe and respectful way 4 lessons: 1, 2, 4 and 6	Intro to Python Using the programming language of Python 4 lessons: 1-4	Big Data 1 Barcodes, QR codes and RFID. Data usage and smart schools 4 lessons: 1, 3, 4 and 5	Bletchley Park and the history of computers 3 lessons: 1-3	Computing systems and networks. Exploring what AI is and how it generates text, images and codes. (3 lessons: 1, 2 and 5)	