


For with God, everything is possible (Matthew 19:26)

Computing Long Term Plan

<p>Digital Wellbeing is taught throughout the year each half term: Self-Image & Identity, Online Relationships, Online Reputation, Online Bullying, Managing Online Information, Health, Wellbeing and Lifestyle</p>				
<p>Queen's Park 'Crown Curriculum' - all our planning is based on our key principles and intent for our curriculum</p> <p><i>Challenge Resilience Opportunities Wellbeing kNnowledge</i></p>				
Computing strands	Computer Science	Information Technology / Digital Artefacts	Data Representation (taught through STEM / Geography Lessons)	Digital Literacy (taught through STEM / Geography lessons)
<p>EYFS (Computing and technology is within day to day provision)</p>	<p>Year 1 children deliver 'How to use a Beebot' to Reception children Beebots are then used within the provision Introduction to unplugged algorithms and following precise instructions (Jam Sandwich, Robin bird feeder precise instructions)</p> 		<p>Grouping objects and counting (Maths)</p>	<p>Keyboard familiarity using 2simple and 2type and 2paint</p>
<p>Year One</p>	<p>Algorithms unplugged Programming - Beebots (Programming A) Programming - Scratch (Programming B)</p>	<p>Technology Around Us Unit 2: Creating Media: Digital Painting (Art)</p>	<p>Weather Pictograms using JIT5 (Science)</p>	<p>Digital Writing (English)</p>
<p>Year Two</p>	<p>Programming A - Beebots Programming B - Scratch Jr (animation or quiz)</p>	<p>Computing Systems and Networks Creating Media - Digital Photography</p>	<p>Materials hunt (Science) Tally and bar graph using Word</p>	<p>Digital Music (Composition) Digital Painting (DT design)</p>
<p>Year Three</p>	<p>Programming A Scratch - Sequencing sounds Programming B</p>	<p>Computing Systems and Networks Stopframe Animation</p>	<p>Traffic Survey data - using Word to consolidate (Geography and maths)</p>	<p>Desktop Publishing (English)</p>

For with God, everything is possible (Matthew 19:26)

Computing Long Term Plan

	Scratch - Events and actions			
Year Four	Programming A - Turtle Academy Programming B - Repetition in Games using Scratch	Computing Systems and Networks - The Internet Using Tinkercad for a design (D&T)	Sound investigation graph using Data Loggers (TC Lessons 2-4) (Science)	Creating Media - Photo editing Creating Media - Audio Production -Podcast (English/PSHE)
Year Five	Programming A - Selection in Physical Computing using Crumble	Computing Systems & Networks - Systems & Searching	Introduction to Spreadsheets (1 +2) Babies age and height data using Excel (Science)	Creating Media - Video Production
Year Six	Programming B - Sensing Movement (Micro:bit)	Computing Systems & Networks - Communication and Collaboration	Spreadsheets 3,4,5,6 Fairground Rides data - Excel (D&T)	Creating Media - Webpage Creation (English)