Computing Long Term Plan

E-Safety is taught throughout the year each half term as part of the curriculum				
Queen's Park 'Crown Curriculum' - all our planning is based on our key principles and intent for our curriculum *Challenge Resilience Opportunities Wellbeing kNowledge*				
Computing strands	**Programming**	**Computer Science**	**Data Representation** (taught through STEM / Geography Lessons)	**Digital Literacy** (taught through STEM / Geography lessons)
EYFS (Computing and technology is within day to day provision)	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)		Grouping objects and counting (Maths)	Keyboard familiarity using 2simple and 2type and 2paint
Year One	Algorithms unplugged Programming – Beebots	Weather Pictograms using JIT5 (Science)		Recap on all above + File management (taught in wider curriculum)
Year Two	Programming - Scratch Jr	What is a computer?	Materials hunt (Science) Tally and bar graph using 2Simple	Recap on all above + Shortcuts and formatting (taught in English)
Year Three	Programming Scratch	Journey inside a computer	Traffic Survey data - Excel (Geography and maths)	Recap on all above + Publisher (copying and pasting images and printing) (taught in Science)
Year Four	Further coding with Scratch	The Internet	Sound investigation graph – Excel (Science)	Recap on all above + using skills in PowerPoint (including animating slides) (taught in Geography)
Year Five	Micro:bit	Mars Rover	Babies age and height data using Excel (Science)	Recap on all above + using skills in PowerPoint (including sound files and movie files) (taught in Science)
Year Six	Micro:bit (2021-2022)	Bletchley Park	Big Data Fairground Rides data – Excel	Recap on all above + using skills in PowerPoint – adding hyperlinks

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	Python (2022 – onwards)		(D&T)	(taught through DT/English fairground rides – at the end of Big Data unit)

Together we believe, achieve and enjoy.