

Computing Overview: Long Term Planner

The curriculum is designed to deliver both progression and a broad range of Computing experiences, equipping pupils for the technology-driven world we live in.

Digital Literacy (DL)

Computer Science (CS)

Information Technology (IT)

Online safety is integrated throughout the Computing curriculum, progressively fostering awareness in manageable steps to ensure pupils understanding.

S: for Safe, **M**: for Meet, **A**: for Accept, **R**: for Reliable, **T**: for Tell



Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Yr 1 S M A R T	My School IT: Digital Photography Taking and looking at pictures of school and staff	Myself IT: Self-portrait Explore mark making on a touchscreen device touchscreen device	Clothes CS: Getting Changed S Ordering and sequencing	Animals CS: Coding with Animals (animal maze) *Engagement model-bucket activity IT: Animal Sounds Listening to different animal sounds on a device.	Food and Drink IT: Amazing Fruit Use a digital magnifying glass to explore the inside of different fruits	Transport CS: Light up and Moving Vehicles Explore switch-activated toys. *Engagement model
Yr 2 S M A R T	People Who help us DL: Helping Myself S iPad Password access in Password Wallet	Toys and Games CS: Cause and Effect Toys Exploring switch-activated toys light up, vibrate sounds, move	Friends and Family IT: Digital Memory Books M Scrolling through photos/videos of family and friends DL: Requesting Help T Requesting an adult to help unlock a device	Shops IT: Barcode or QR Scanning SAT Image of shopping item to appear after scanning.	Plants CS: Sequencing Growing Plants Interactive plant growth sequencing websites/apps IT: Plants Tracing and mark-making on a touchscreen R	Holidays IT: Holidays Around the World S Individual or whole-class VR viewing of different types of holidays
Yr 3 S M A R T	Pets DL: Pet Soundboard R Listening to and recording different animal sounds on a device IT: Animal Patterns Digital Art Recreate animal skin patterns on a touchscreen device (splattering, brush, pencil)	Light and Dark CS: Lighting Up Exploring switch-activated toys and managing different intensities of light in dark settings. IT: Shadow Shapes and Puppets Create shadows formed against a wall by using IT light sources (torch).	Healthy Eating CS: Recipe Follow a recipe to create a healthy meal.	Houses and Homes CS: Locating Homes Program robot to travel on a floor map. IT: Smart Home Devices SAT Give (AAC) instructions to a device	Minibeasts IT: Exploring the World of Minibeasts Use a digital magnifying glass to explore minibeasts IT: Minibeast Videos Play, pause, rewind and forward a video	Water IT: Create a Water Scene Make thick and thin brush strokes. CS: Moving Fish Use a simple software programme to code the movement of undersea life.

Yr 4	<p>Money</p> <p>IT: Payment Methods A</p> <p>Making payments with bank cards and electronic devices</p> <p>Top-up Oyster cards</p> <p>DL: Keeping Personal Info safe ST</p> <p>Keeping passwords, wallets, and payment devices safe</p>	<p>Helping Others</p> <p>CS: Resolving Mistakes T</p> <p>Working in pairs/groups to debug and correct mistakes on a range of devices or online maze games</p> <p>IT: Helpful Information R</p> <p>Create content to help others (posters, drawings, typing)</p>	<p>Seasons</p> <p>DL: Inside the Season</p> <p>Green screen of different seasons</p> <p>IT: My Seasons</p> <p>Creating and saving pictures of seasons in an allocated folder</p>	<p>Growing</p> <p>IT: Growing Bigger</p> <p>Digital weighing scales</p> <p>CS: Growing Plants</p> <p>Order and follow different pictures algorithm for growing a plant</p>	<p>Under the Sea</p> <p>IT: Being Under the Sea</p> <p>Augmented reality. Using a paint programme to create an underwater scene by drawing over a photograph.</p>	<p>Space</p> <p>IT: VR Space R</p> <p>Using VR to observe space and different planets</p>
Yr 5	<p>Habitats</p> <p>IT: Visiting Habitats R</p> <p>Use VR to view different habitats around the world.</p> <p>DL: Identifying fake Habitats content R</p> <p>Reading online information.</p>	<p>Materials</p> <p>CS: Crossing Different Materials</p> <p>Programme a robot to move over different materials.</p> <p>DL: SMART rules</p> <p>Make a poster</p>	<p>Travel</p> <p>IT: Travel Presentation</p> <p>Use PowerPoint, Prezi or different presenting software to make a presentation about Travel.</p> <p>CS: Measure the Distance</p> <p>Race remote control devices (cars etc.). Measure the distances.</p>	<p>Extreme Weather</p> <p>DL: Weather Report R</p> <p>Use green screen to create a weather report</p> <p>IT: Weather Sounds</p> <p>Create multimedia content (wind sounds over an image)</p>	<p>Fantasy worlds</p> <p>IT & DL: Communicating using Avatars SMT</p> <p>Use design and animation programmes to create avatars. Learn the importance of Communicating safely with online friends-meeting avatars.</p>	<p>Sports</p> <p>CS: Sequencing an Exercise routine Take pictures of different movements and order them to make a complete set of exercise steps.</p>
Yr 6	<p>Relationships</p> <p>IT: Friendship Montage</p> <p>Use video editing software</p> <p>DL: Making Friends Online SMART</p> <p>Making friends safely online. What safety facts do I need to know?</p>	<p>Famous People</p> <p>DL: Research Famous People R</p> <p>Using search engines safely and effectively</p>	<p>Healthy Living</p> <p>IT: Keeping Healthy R</p> <p>Present items that helps us keep healthy (use typing documents or presenting software).</p> <p>DL: Healthy Living Advertisement ART</p> <p>Use green screen to create an exciting ad. (pop-up ads)</p>	<p>Adventure</p> <p>CS: Adventure Maze</p> <p>Robot Maze navigation</p> <p>IT: Touring New Lands</p> <p>Use VR to explore distant and unusual destinations</p>	<p>Changes</p> <p>DL: Changes all Round</p> <p>Make a podcast about an area of change, i.e. environmental changes, personal changes or new schools</p> <p>IT: How Technology Changed the World AR</p> <p>Explore old, current and futuristic technology</p>	<p>Moving on</p> <p>CS: Moving Locations</p> <p>Experiment creating a code to move a sprites</p>