

COMPUTING LONG TERM PLANNING 2023 - 2024

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Nursery	Technology All Around Me		Toys with Moveable Parts		Technology for a Purpose	
	Explore technology in the environment for real and role play purposes (i.e. cameras for photos/ telephone in home corner)		Explore moveable toys such as wind-up toys. Explore Bee Bots linking to positional language and 'Bear Hunt'		Children use the ipad/ camera to take photographs as a record of our visit to the market.	
Reception	Recipes	Research	Google Maps	Incubator	Zoo website	Beebots
		What is an Anteater? 	Where is my street? 	What does it do? 	Which animals will we see? 	Superhero obstacle course 
YEAR 1	Computer Science	Computer Science	Information Technology	Information Technology	Information Technology	Computer Science
	Belonging	The North & South Pole	History of Toys	Space Stories	Plants	Great Fire of London
	Online Safety and Exploring Purple Mash – 4 lessons Grouping and Sorting – 2 lessons	Lego builders – 3 lessons Maze Explores – 5 lessons	Pictograms – 5 lessons	Spreadsheets – 5 lessons	Animated Story Books – 7 lessons	Coding – 6 lessons
	Children will begin to understand the importance of using their own log ins. Children will sort items by different criteria on the computer and away from the computer.	Children will begin to think logically about scenarios. Using directional keys, they will be able to explore mazes.	Children will be able to collect data to then represent it in a pictogram.	Children will be able to navigate a simple spreadsheet.	Children will create an e-book using text, voice recording and music.	Children will create and edit a simple program using code blocks.
	Computer Science	Digital Literacy and Information Technology	Information Technology	Information Technology	Information Technology	Information Technology
YEAR 2	Traditional Tales	Night-Time	Inventors	Refugees: Leaving Home	Conservation	Museums
	Coding – 8 lessons	Online Safety – 3 lessons Making Music – 5 lessons	Spreadsheets – 6 lessons	Creating pictures – 6 lessons	Questioning – 9 lessons	Presenting ideas – 4 lessons
	Children will create a computer program that includes different objects types and timers.	Children will gain an understanding of digital footprints. Children will make music based on their feelings.	Children will be able to navigate a simple spreadsheet, add images and a table to represent data.	Children will research different artists and create an image using repeating patterns.	Children will begin to understand yes/no questions.	Children will use Publisher to create a fact file.
	Computer Science	Digital Literacy	Information Technology	Information Technology	Information Technology	Information Technology
	Coasts	Winter	Settlers, Prehistoric Influencers	Welcoming Newcomers	Rivers	Ancient Civilizations: Egypt
	Coding – 8 lessons	Online safety – 3 lessons Email safety – 6 lessons	Touch Typing – 4 lessons Simulations – 3 lessons	Graphing – 5 lessons	Spreadsheets – 8 lessons	Presenting – 6 lessons

YEAR 3	Children will run, test and debug a program they have created.	Children will understand how to stay safe when emailing and they will be able to read and respond to a series of emails.	Children will be able to touch type using both hands. Children will explore different simulations.	Children will produce and share graphs using the computer.	Children will use a range of functions on a spreadsheet.	Children will create a presentation using Microsoft PowerPoint
YEAR 4	Computer Science	Information Technology	Computer Science	Information Technology	Information Technology and Computer Science	Information Technology
	Animals in Captivity	The Circus	Invaders, Settlers, Struggles, Protection	Refugee Camps: Hope & Freedom	Volcanoes, Survivors, Natural Disasters	Rainforests, Deforestation
	Coding – 8 lessons	Spreadsheets – 8 lessons	Logo – 6 lessons	Writing for different audiences – 5 lessons	Animation – 5 lessons Hardware investigators – 2 lessons	Effective searching – 3 lessons Making music – 4 lessons
	Children will create a program that includes and IF/ ELSE statement.	Children will use spreadsheets to represent data in various ways.	Children will create shapes by using a range of commands.	Children will create a presentation for a community campaign.	Children will use ideas from existing 'stop motion' films to recreate their own animation. Children will design a leaflet to show the function of computer parts.	Children will be able to search effectively to answer questions. Children will create a simple melodic pattern.
YEAR 5	Computer Science	Digital Literacy and Computer Science	Computer Science	Computer Science	Computer Science	Computer Science
	Daredevils	Traditional Tales: Witches, The Tudors & The Stuarts	Ancient Greeks, Myths	Women Who Changed the World, Aspirations, Big Dreams	Earth & Space	Industrial Manchester, Victorians, Poverty
	Coding – 8 lessons	Online safety – 3 lessons Databases – 4 lessons	Game Creator – 5/7 lessons	3D modelling – 6 lessons	Concept maps – 6 lessons	Word processing – 8 lessons
	Children will begin to simplify code when creating a playable game.	Children will understand how to protect privacy. Children will be able to create a class database.	Children will create a game with a clear quest.	Children will explore 3D models and understand the purposes.	Children will create a basic concept map about Earth and Space	Children will create a fact file using Word.
YEAR 6	Computer Science	Computer Science	Computer Science	Computer Science	Digital Literacy and Computer Science	Computer Science
	World War 1 & 2	Ecology & Conservation	Multiculturalism, Evolution, Natural Selection	Displacement & Migration	Tropical Seas	The Skies Above
	Coding – 7 weeks	Quizzing – 7 lessons	Spreadsheets – 7 lessons	Blogging – 6 lessons	Online Safety – 2 lessons Text Adventures – 5 lessons	Networks Understanding Binary
	Children will design their own text-based adventure game based on one they have played.	Children to create a 'are you Smarter than a 10- (or 11-) Year-Old?' quiz.	Children will use a spreadsheet to model a real-life situation and come up with solutions.	Children will create a blog with a specific purpose.	Children will learn about online behaviour. Children will create their own text-based adventure based upon a map.	Children will research and find out about Tim Berners-Lee. Children will be able to count up from 0 in binary.

Computer science

Information Technology

* most units will include aspects of all strands

Digital Literacy