

Astley C.E. Primary School
Computing Curriculum: Long Term Plan



Key Stage One and Two follow the Teach Computing Curriculum (teachcomputing.org)

'We will show everyone love and respect, living and learning with courage and joy.'

Term	Ash A EYFS	Ash Reception	Willow Year 1	Willow Year 2	Elm Year 3	Elm Year 4	Oak Year 5	Oak Year 6
Autumn	<p>Information technology around us Using the IWB to draw and complete simple games</p> <p>Online Safety Copyright and ownership Online Relationships</p>	<p>Technology around us Recognising technology in school and using it responsibly.</p> <p>Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p>	<p>Computing systems and networks – Technology around us</p> <p>Creating media – Digital painting</p>	<p>Computing systems and networks – IT around us</p> <p>Creating media – Digital photography</p>	<p>Computing systems and networks – Connecting computers</p> <p>Creating media - Stop-frame animation</p>	<p>Computing systems and networks – The Internet</p> <p>Creating media - Audio production</p>	<p>Computing systems and networks - Systems and searching</p> <p>Creating media - Video production</p>	<p>Computing systems and networks - Communication and collaboration</p> <p>Creating media – Web page creation</p>
Spring	<p>Online Safety Health, Well-Being and Lifestyle (Screen time/online bullying) Self-Image and Identity</p> <p>Digital Photography Photographing winter Taking photos and adding audio using <i>ChatterPix</i></p>	<p>Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.</p> <p>Grouping data Exploring object labels, then using them to sort and group objects by properties.</p>	<p>Programming A – Moving a robot</p> <p>Data and information – Grouping data</p>	<p>Programming A – Robot algorithms</p> <p>Data and information – Pictograms</p>	<p>Programming A - Sequencing sounds</p> <p>Data and information – Branching databases</p>	<p>Programming A – Repetition in shapes</p> <p>Data and information – Data logging</p>	<p>Programming A – Selection in physical computing</p> <p>Data and information – Flat-file databases</p>	<p>Programming A – Variables in games</p> <p>Data and information - Introduction to Spreadsheets</p>
Summer	<p>Online Safety Privacy and Security Managing Online Information</p> <p>Finding and retrieving information on the Internet</p> <p>Programming <i>Code-a-pillars</i> - programming the movement of a toy (includes audio)</p>	<p>Digital writing Using a computer to create and format text, before comparing to writing non-digitally.</p> <p>Programming animations Designing and programming the movement of a character on screen to tell stories.</p>	<p>Creating media – Digital writing</p> <p>Programming B - Programming animations</p>	<p>Creating media - Digital music</p> <p>Programming B - Programming quizzes</p>	<p>Creating media – Desktop publishing</p> <p>Programming B - Events and actions in programs</p>	<p>Creating media – Photo editing</p> <p>Programming B – Repetition in games</p>	<p>Creating media – Introduction to vector graphics</p> <p>Programming B – Selection in quizzes</p>	<p>Creating media – 3D Modelling</p> <p>Programming B - Sensing movement</p>

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