

Computing Long Term Plan 2022-23

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<u>Keeping safe and exploring technology</u> *sign agreements *check log ins/ software	Exploring digital sound	Making multimedia stories	Action algorithms	Introduction to digital art	Programming directions
Year 2	<u>Keeping safe and exploring technology</u> *sign agreements *check log ins/ software	Writing in different styles	An introduction to animation	Programming with Scratch Jr	Programming with Logo	Beginning to present
Year 3	<u>Digital Literacy and online safety</u> *sign agreements *check log ins/ software	Communication and collaboration	Animation with Scratch	Databases	<u>Digital imagery: patterns in nature</u>	Getting started with Kodu
Year 4	<u>Digital Literacy and online safety</u> *sign agreements *check log ins/ software	Searching the web	Scratch maze games	3D Design	Kodu sports	<u>Computational Thinking – Alien Contact (unplugged)</u>
Year 5	<u>Digital literacy and online safety</u> *sign agreements *check log ins/ software	Building retro games on Scratch	<u>Building collaborative websites</u>	Manipulating sound	What is a computer?	Lego Wedo *Digital leaders will hopefully support this after training from Neil in Spring)
Year 6	<u>Digital literacy and online safety</u> *sign agreements *check log ins/ software	<u>Spreadsheet masters</u>	Manipulating images	Creating instructional videos for SATs revision	Inside the internet	<u>Lego Robotics</u> (Year 5 unit on TeachICT) *equipment to be loaned from Langdale

Digital Literacy

(including online safety)

Information

Technology

Computer

Science

New
units