



COMPUTING LONG TERM PLAN

As a school we use the Teach computing scheme of work for KS1.

Teach computing is taught discretely in a weekly Computing lesson. The lessons are taught in sequence. All below units will be covered across the academic year.

The learning is then applied throughout other curriculum learning, for example using search engines to research topics, reading Online Safety literature and having enrichment days such as 'The robots visit'.

Year 1

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computer Science Computing systems and networks – Technology around us <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Recognise common uses of information technology beyond school. 	Information Technology Creating media – Digital painting <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. 	Computer Science Programming A – moving a robot <u>National curriculum links</u> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Recognise common uses of information technology beyond school. 	Information Technology Data and information – grouping data <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	Information Technology Creating media – Digital writing <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	Computer Science Programming B – Programming animations <u>National curriculum links</u> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.

Year 2

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Information Technology Computing systems and networks – IT around us <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	Information Technology Creating media – Digital photography <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	Computer Science Programming A – Robot algorithms <u>National curriculum links</u> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. 	Computer Science Data and information – Pictograms <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	Information Technology Creating media – Digital music <u>National curriculum links</u> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. 	Information Technology Programming B – Programming quizzes <u>National curriculum links</u> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.

There is no set expectation for technology in the Early Years however as a school we use technology to support learning in other areas of the EYFS and to offer foundations of Computing in preparation for the transition to year 1.

Across the year, the children in our Early Years settings will-

Learn how to follow instructions.	Explore programmable toys (Beebots).	Explore a paint program on the IWB.	Use IWB games to support learning across other areas of the Curriculum. e.g. phonics play, topmarks maths games.	Begin to be aware of the importance of staying safe online.	Begin to understand how we can use the internet for information that will help us in our learning.	Explore a range of different technologies and how they work e.g. taking photos on an ipad, toys with buttons, how a CD player works.
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