

# Long term Planning – Computing Overview



Slaely First School

## Long Term overview – Computing Content Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	<b>Data handling: Introduction to data</b>  Children sort and categorise data and are introduced to branching databases and pictograms	<b>Key Knowledge Systems and networks- Using a computer</b>  <b>A Keyboard/Mouse</b> Learning about the key parts of a computer and how to use a keyboard	<b>Online Safety and Safer Internet Day</b>  Children learn about the importance of e-safety and how to keep themselves safe online.	<b>Computing systems and networks 2: Exploring hardware</b>  Tinkering and exploring with different computer hardware and learning to operate a camera	<b>All about instructions</b>  Following instructions and giving simple instructions.	<b>Programming 2: Programming Bee-Bots</b>  Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware
Year 1/2	<b>Computing Systems and Networks: Improving Mouse Skills</b>  Developing control of the mouse through dragging, clicking and resizing of images to create different effects.	<b>Programming: Algorithms Unplugged</b>  Developing an understanding of inputs, outputs, algorithms, decomposition and debugging.	<b>Skills Showcase: Rocket to the Moon</b>  Following, assembling and debugging simple instructions. Exploring different software and practising key skills.	<b>Computing Systems and Networks: What is a Computer?</b>  Exploring what a computer is and identifying the different components. Learning how computers are used in the wider world.	<b>Programming: Algorithms and Debugging</b>  Developing essential keyboard and mouse skills. Explaining, following and creating clear, precise algorithms.	<b>Computing Systems and Networks: Word Processing</b>  Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts.
Year 3 / 4	<b>Computing Systems and Networks: Emailing</b>  Writing, sending and replying to emails. Developing an understanding of appropriate and respectful behaviour online.	<b>Programming: Scratch Jr</b>  Explaining and forming algorithms independently. Adapting, continuing and incorporating loops to make code more efficient.	<b>Creating Media: Video Trailers</b>  Taking photographs and recording videos to tell a story. Use software to edit and enhance videos by adding music, sounds and text on screen with transitions.	<b>Creating Media: Website Design</b>  Designing, building and creating a webpage for a given purpose.	<b>Coding: Scratch Jr</b>  Creating algorithms for a specific purpose. Coding a simple game and remixing existing code.	<b>Programming: Computational Thinking</b>  Developing computational thinking skills and an understanding of decomposition in order to problem solve.

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## Long Term overview – Computing Content Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1/2</b>	<b>Programming: Bee-bots</b>  Developing a basic understanding of algorithms and the functions of a bee-bot.	<b>Creating Media: Digital Imagery</b>  Storytelling and sequencing. Children will develop their photography skills and understanding of different software tools.	<b>Data Handling: Introduction to Data</b>  Exploring the terms input and output, as well as examining how technology can be used to represent key data.	<b>Programming: Scratch Jr</b>  Explaining, following and creating precise algorithms.	<b>Creating Media: Stop-motion</b>  Developing a basic understanding of animation and using logical thinking to explore software; predicting, testing and explaining what it does.	<b>Data handling: International Space Station</b>  Creating, collecting and interpreting data. Learning how computers are used in the wider world.
<b>Year 3/4</b>	<b>Computing Systems and Networks: Networks and the Internet</b>  Developing an understanding of the purpose, role and function of a network.	<b>Data Handling: Comparison Cards</b>  Using logical thinking to explore more complex software; predicting, testing and explaining what it does. Creating and interpreting charts and graphs to understand data.	<b>Computing Systems and Networks: Journey Inside a Computer</b>  Developing an understanding of the different components of a computer and how they work together.	<b>Computing Systems and Networks: Collaborative Learning</b>  Exploring how software can be used collaboratively online and identifying appropriate online behaviour.	<b>Data Handling: Investigating Weather</b>  Searching, recording and sorting through data. Exploring the role and function of weather stations.	<b>Skills Showcase: HTML</b>  Building and creating a webpage. Developing an understanding of real and fake news.