

## Computing Long Term Plan 2022-23

<https://teachcomputing.org/curriculum>

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Pre-school	<b>Continuous Provision:</b> Simple Remote Control Toys (i.e. Easi-Cars), Digital Cameras, Walkie-Talkies, Smartboards (interacting with a screen and beginning to navigate programmes)					
	Reception	<b>Creating Media</b> Class Ebook about Ourselves ( <a href="#">Book Creator app</a> )	<b>Creating Media</b> Retelling the Christmas Story (Explain Everything app or <a href="#">JIT5 Animate</a> )  Optional: make a class interactive advent calendar using the iPad camera, Green Screen DoInk and ThingLink apps (with support)	<b>Creating Media</b> Retelling a traditional tale (Puppet Pals app or <a href="#">JIT5 Animate</a> )	<b>Data and Information</b> Making a Favourite Fruits Pictogram poster (Pic Collage app or <a href="#">JIT5 Pictogram</a> )	<b>Programming</b> CS unplugged - Early programming concepts (Barefoot Computing EYFS) <a href="#">Lego Building</a> <a href="#">Boats Ahoy!</a> <a href="#">Busy Bodies</a> <a href="#">Pizza Party Activity</a>  Optional: <a href="#">My Code-a-pillar adventure</a>	<b>Technology around us</b> <a href="#">iLearn 2 EYFS</a> (3 lessons) <a href="#">Cash Machines</a> <a href="#">Supermarket scanner</a>
	<b>Continuous Provision:</b> Remote Control Toys (i.e. Rugged Racers), Laptops/Desktop and Smartboards (navigating programmes through touching/clicking, mouse/mousepad/typing), Online Programmes/Games (i.e. Crickweb, Busy Things)						
KS1	Year One	<b>Computing Systems and Networks</b> <a href="#">Technology Around Us</a>	<b>Creating Media</b> <a href="#">Digital Painting</a>	<b>Programming A</b> <a href="#">Moving a robot</a> (BeeBots)	<b>Data and Information</b> <a href="#">Grouping Data</a>	<b>Creating Media</b> <a href="#">Digital Writing</a>	<b>Programming B</b> <a href="#">Programming Animations (Scratch Jr)</a>
	Year Two	<b>Computing Systems and Networks</b> <a href="#">IT Around Us</a>	<b>Creating Media</b> <a href="#">Digital Photography</a>	<b>Programming A</b> <a href="#">Robot Algorithms</a>	<b>Data and Information</b> <a href="#">Pictogram</a>	<b>Creating Media</b> <a href="#">Digital Music</a>	<b>Programming B</b> <a href="#">Programming Quizzes (Scratch Jr)</a>
KS2	Year Three	<b>Computing Systems and Networks</b> <a href="#">Connecting Computers</a>	<b>Creating Media</b> <a href="#">Stop motion animation</a>	<b>Programming A</b> <a href="#">Sequencing Sounds</a>	<b>Data and Information</b> <a href="#">Branching Databases</a>	<b>Creating Media</b> <a href="#">Desktop publishing</a>	<b>Programming B</b> <a href="#">Events and Actions in Programs</a>

	<b>Year Four</b>	<b>Computing Systems and Networks</b> <a href="#">The Internet</a>	<b>Creating Media</b> <a href="#">Audio Production</a>	<b>Programming A</b> <a href="#">Repetition in Shapes</a>	<b>Data and Information</b> <a href="#">Data Logging</a>	<b>Creating Media</b> <a href="#">Photo Editing</a>	<b>Programming B</b> <a href="#">Repetition in Games</a>
	<b>Year Five</b>	<b>Computing Systems and Networks</b> <a href="#">Systems and Searching</a>	<b>Creating Media</b> <a href="#">Video Production</a>	<b>Programming A</b> <a href="#">Selection in Physical computing (Crumbles)</a>	<b>Data and Information</b> <a href="#">Flat-file Databases</a>	<b>Creating Media</b> <a href="#">Introduction to Vector Graphics</a>	<b>Programming B</b> <a href="#">Selection in Quizzes</a>
	<b>Year Six</b>	<b>Computing Systems and Networks</b> <a href="#">Communication and Collaboration</a>	<b>Creating Media</b> <a href="#">Website Design</a>	<b>Programming A</b> <a href="#">Variables in Games</a>	<b>Data and Information</b> <a href="#">Spreadsheets</a>	<b>Creating Media</b> <a href="#">3D Modelling</a>	<b>Programming B</b> <a href="#">Sensing (Micro:Bits)</a>