

Long term Planning – Computing Overview



Slahey First School

Long Term overview – Computing Content Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Computing systems and networks 1: Using a computer Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out	Programming 1: All about instructions The children learn to receive and give instructions and understand the importance of precise instructions	Online Safety and Safer Internet Day Children learn about the importance of e-safety and how to keep themselves safe online.	Computing systems and networks 2: Exploring hardware Tinkering and exploring with different computer hardware and learning to operate a camera	Programming 2: Programming Bee-Bots Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware	Data handling: Introduction to data Children sort and categorise data and are introduced to branching databases and pictograms
Year 1/2	Programming: Bee-bots Developing a basic understanding of algorithms and the functions of a bee-bot.	Creating Media: Digital Imagery Storytelling and sequencing. Children will develop their photography skills and understanding of different software tools.	Data Handling: Introduction to Data Exploring the terms input and output, as well as examining how technology can be used to represent key data.	Programming: Scratch Jr Explaining, following and creating precise algorithms.	Creating Media: Stop-motion Developing a basic understanding of animation and using logical thinking to explore software; predicting, testing and explaining what it does.	Data handling: International Space Station Creating, collecting and interpreting data. Learning how computers are used in the wider world.
Year 3/4	Computing Systems and Networks: Networks and the Internet Developing an understanding of the purpose, role and function of a network.	Data Handling: Comparison Cards Using logical thinking to explore more complex software; predicting, testing and explaining what it does. Creating and interpreting charts and graphs to understand data.	Computing Systems and Networks: Journey Inside a Computer Developing an understanding of the different components of a computer and how they work together.	Computing Systems and Networks: Collaborative Learning Exploring how software can be used collaboratively online and identifying appropriate online behaviour.	Data Handling: Investigating Weather Searching, recording and sorting through data. Exploring the role and function of weather stations.	Skills Showcase: HTML Building and creating a webpage. Developing an understanding of real and fake news.

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Slaty First School

Long Term overview – Computing Content Year B

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

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Slaely First School

Long Term overview – Computing Content Year C

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Computing systems and networks 1: Using a computer Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out	Programming 1: All about instructions The children learn to receive and give instructions and understand the importance of precise instructions	Online Safety and Safer Internet Day Children learn about the importance of e-safety and how to keep themselves safe online.	Computing systems and networks 2: Exploring hardware Tinkering and exploring with different computer hardware and learning to operate a camera Topic:	Programming 2: Programming Bee-Bots Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware	Data handling: Introduction to data Children sort and categorise data and are introduced to branching databases and pictograms