

Computing: Long Term Plan



Ready – Responsible – Respectful – Resilient

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Computing Systems and Networks <i>Improving mouse skills</i>	Programming 1 <i>Algorithms unplugged</i>	Skills Showcase <i>Rocket to the moon</i>	Programming 2 <i>Programming Bee-Bots</i>	Creating Media <i>Digital imagery</i>	Data Handling <i>Introduction to data</i>
Year 2	Computing Systems and Networks 1 <i>What is a computer?</i>	Programming 1 <i>Algorithms and Debugging</i>	Computing Systems and Networks 2 <i>Word processing</i>	Programming 2 <i>Programming: ScratchJr</i>	Creating Media <i>Stop Motion</i>	Data Handling <i>International Space Station (ISS)</i>
Year 3	Computing Systems and Networks 1 <i>Networks</i>	Programming <i>Programming: Scratch</i>	Computing Systems and Networks 2 <i>Emailing</i>	Computing Systems and Networks 3 <i>Journey inside a computer</i>	Creating Media <i>Video Trailers</i>	Data Handling <i>Comparison card databases</i>
Year 4	Computing Systems and Networks <i>Collaborative Learning</i>	Programming 1 <i>Further coding with Scratch</i>	Creating Media <i>Website design</i>	Skills Showcase <i>HTML</i>	Programming 2 <i>Computational Thinking</i>	Data Handling <i>Investigating Weather</i>
Year 5	Computing Systems and Networks <i>Search engines</i>	Programming 1 <i>Programming music</i>	Data Handling <i>Mars Rover 1</i>	Programming 2 <i>Micro:bit</i>	Creating Media <i>Stop motion animation</i>	Skills Showcase <i>Mars Rover 2</i>
Year 6	Computing Systems and Networks <i>Bletchley Park</i>	Programming <i>Intro to Python</i>	Data Handling <i>Big Data 1</i>	Creating Media <i>History of Computers</i>	Data Handling <i>Big Data 2</i>	Skills Showcase <i>Inventing a product</i>

Underpinning our entire curriculum are the UN Conventions on the Rights of the Child and Holywell's Effective Learning Powers (H.E.L.P)