

## COMPUTING CURRICULUM LONG TERM PLANNING OVERVIEW DOCUMENT

Term	Week	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Week 1	<a href="#">Computing through continuous provision</a>	<a href="#">Y1; Improving mouse skills</a>  Online Safety Lesson – Using the internet safely	<a href="#">Y2; What is a computer?</a>  Online Safety Lesson – What happens when I post online?	<a href="#">Y3; Networks</a>  Online Safety Lesson - - Beliefs, opinions and facts on the internet.	<a href="#">Y4; Collaborative Learning</a> <a href="#">Option 1: Google</a> <a href="#">Option 2: Microsoft Office 365</a>  Online Safety Lesons – What happens when I search online?	<a href="#">Y5; Programming Music</a>  Online Safety Lesson – Online Protection	<a href="#">Y6; Computing systems and networks. Bletchley Park and the history of computers.</a>  Online Safety Lesson – Life Online
	Week 2	Set up continuous provision in your classroom:	Lesson 1: Logging in	Lesson 1: Computer parts	Lesson 1: What is a network?	Lesson 1; Teamwork	Lesson 1; Tinkering with Scratch music elements	Lesson 1: Secret codes
	Week 3		Lesson 2: Click and drag skills	Lesson 2: Inputs	Lesson 2: A file's journey	Lesson 2; Sharing a document.	Lesson 2; Scratch soundtracks	Lesson 2: Brute force hacking
	Week 4		Lesson 3: Drawing shapes	Lesson 3: Technology safari	Lesson 3: How a website works	Lesson 3; Microsfot Forms 1	Lesson 3; Planning a soundtrack	Lesson 3: Computers of the past
	Week 5		Lesson 4: Drawing a story	Lesson 4: Invention	Lesson 4: Routers	Lesson 4; Microsoft Forms 2	Lesson 4; Programming a soundtrack	Lesson 4: Future computer
	Week 6		Lesson 5: Self-portrait	Lesson 5: Real-world role play	Lesson 5: What is packet data?	Lesson 5; Shared Spreadsheets	Lesson 5; Battle of the bands.	Lesson 5: Audio adverts
Autumn 2	Week 1	<a href="#">Computing Systems and Networks; Using a computer 1.</a>  Lesson 1; Keyboards	<a href="#">Programming 1 – Algorithms Unplugged</a>  Online Safety Lesson – Online Emotions	<a href="#">Computing systems and networks – What is a computer?</a>  Online Safety Lessons – How do I keep my things safe online?	<a href="#">Programming Scratch</a>  Online Safety – Who should I ask?	<a href="#">Programming – Further programming with Scratch</a>  Online safety lesson – How do companies encourage us to buy online?	<a href="#">ComputingSystems and Networks – Search Engines</a>  Online Saety Lesson – Online communication	<a href="#">Intoroduction to Python</a>  Online Safety Lesson; Sharing online
	Week 2	Lesson 2; Logging in and out	Lesson 1; What is an algorithm	Lesson 1; Computer Parts	Lesson 1; Tinkering with Scratch	Lesson 1; Scratch reminder	Lesson 1; Search Basics	Lesson 1; Tinkering with Logo
	Week 3	Lesson 3; Mouse Control	Lesson 2; Algorithm pictures	Lesson 2; Inputs	Lesson 2; Loops	Lesson 2; Identifying what code does.	Lesson 2; Inaccurate Information	Lesson 2; Nested Loops
	Week 4	Lesson 4; Mouse control - clicking	Lesson 3;virtual Assistants	Lesson 3; technology safari	Lesson 3; Making an animation	Lesson 3; Introdiction to variables.	Lesson 3; Web quest	Lesson 3; Using Python
	Week 5	Lesson 5 ; Mouse control – clicking and dragging.	Lesson 4; Step by Step	Lesosn 4; Invention	Lesson 4; Storytelling	Lesson 4; Making a variable	Lesson 4; Information Poster	Lesson 4; Using loops in Python
	Week 6		Lesson 5; De-bugging directions	Lesson 5; Real-world Role Play	Lesson 5; Programming a game.	Lesson 5; Times Tables Project.	Lesson 5; Web Crawlers	Lesson 5; Coding Mondrian

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Spring 1	Week 1	<a href="#">All about instructions</a> Lesson 1; Following instructions	<a href="#">Skills showcase -Rocket to the moon.</a> Online safety lesson – Always be kind and considerate.	<a href="#">Computing networks and systems 2 – word processing</a> Online safety lesson – It's my choice	<a href="#">Computing networks and systems 2 – emails (Microsoft Office)</a> Online safety lesson – When being online makes me upset.	<a href="#">Website design</a> Online safety Lesson – Fact, opinion or belief?	<a href="#">Data handling – Mars Rover</a> Online safety lesson – Online reputation	<a href="#">Data handling – Big Data 1</a> Online safety lesson – Creating a positive online reputation
	Week 2	Lesson 2; Giving simple instructions	Lesson 1; Rocket materials	Lesson 1; getting to know the keyboard	Lesson 1; communicating with technology.	Lesson 1; getting to know Microsoft Sway.	Lesson 1; Mars Rover	Lesson 1; Barcodes
	Week 3	Lesson 3; Dressing up instructions	Lesson 2; Rocket design	Lesson 2; getting started with word processing	Lesson 2; Sending an email	Lesson 2; Book review webpage	Lesson 2; Binary Code	Lesson 2; Transmitting data
	Week 4	Lesson 4; Debugging instructions (Washing hands)	Lesson 3; Rocket building instructions	Lesson 3; Newspaper writer	Lesson 3; Adding attachments	Lesson 3; Adding features	Lesson 3; Computer architecture	Lesson 3; RFID
	Week 5	Lesson 5; Predictions	Lesson 4; Building a rocket.	Lesson 4; Poetry Book	Lesson 4; Be kind online	Lesson 4; Planning my website	Lesson 4; Using binary - numbers	Lesson 4; Using RFID
	Week 6		Lesson 5; Rocket launching	Lesson 5; Digital Writer.	Lesson 5; Fake emails	Lesson 5; Creating my website	Lesson 5 – Using binary – text.	Lesson 5; Transport information
Spring 2	Week 1	<a href="#">Exploring Hardware</a> Lesson 1; Exploring Hardware tinker tray	<a href="#">Programming 2 Bee-Bot</a> Online safety lesson - Posting and sharing online.	<a href="#">Programming 2; Scratch Jnr</a> Online safety lesson – Is it true?	<a href="#">Computing systems and networks 3; Journey inside a computer'</a> Online safety lesson – Sharing of information.	<a href="#">Skills showcase; HTML</a> Online safety lesson – What is a bot?	<a href="#">Creating Media; Stop Motion Animation (Stop Motion Studio)</a> Online safety lesson – Online Bullying	<a href="#">Data Handling; Big data 2</a> Online safety lesson – Capturing evidence.
	Week 2	Lesson 2; Real world tinker tray	Lesson 1; Getting to know a Bee-Bot	Lesson 1; Using ScratchJnr	Lesson 1; Inputs and outputs	Lesson 1; What is HTML?	Lesson 1; Animation explored.	Lesson 1; Transferring data
	Week 3	Lesson 3; Pictures of play	Lesson 2-; Making a Bee-Bot video	Lesson 2; Creating an animation	Lesson 2; Building a paper laptop	Lesson 2; Remixing HTML	Lesson 2; Exploring Stop-motion	Lesson 2; Data usage
	Week 4	Lesson 4; Picture Walk	Lesson 3; Precise instructions	Lesson 3; Making a musical instrument	Lesson 3; Following instructions	Lesson 3; HTML Unplugged	Lesson 3; Planning my stop-motion project.	Lesson 3; The internet of things
	Week 5	Lesson 5; Class photo albumn	Lesson 4; Bee-Bot world	Lesson 4; Programming a joke.	Lesson 4; Computer memory	Lesson 4; Website hacking	Lesson 4; Stop-motion creation	Lesson 4; Designing a smart school
	Week 6		Lesson 5; The Three Little Pigs	Lesson 5; The Three Little Pigs algorithms	Lesson 5; Dismantling a tablet	Lesson 5; Replacing Images	Lesson 5; Editing my stop-motion project.	Lesson 5; Smart School Presentation
Summer 1	Week 1	<a href="#">Programming Bee-Bots</a> Lesson 1; Understanding arrows	<a href="#">Creating Media; Digital Imagery</a> Online safety lesson – How much time should we spend on technology?	<a href="#">Programming 2; Making code</a> Lesson 1; Tinkering with code	<a href="#">Creating media;Video trailers.</a> Online safety lesson – Rules of social media platforms.	<a href="#">Programming 2; Computational thinking.</a> Online safety lesson – What is my #TechTimetable like?	<a href="#">Programming 2; Micro:Bit</a> Online safety lesson – Online health	<a href="#">Skills Showcase; Inventing a product.</a> Online safety lesson – Password protection
	Week 2	Lesson 2; Introducing the Bee-Bot	Lesson 1; Planning a photo story	Lesson 2; Tinkering with MakeCode	Lesson 1; Planning a book trailer.	Lesson 1; What is computational thinking?	Lesson 1; Tinkering with Micro:Bit	Lesson 1; Invention design
	Week 3	Lesson 3; Simple Bee-Bot programming	Lesson 2; Taking photos	Lesson 3; What does code mean?	Lesson 2; Filming	Lesson 2; Decomposition	Lesson 2; Programming an animation	Lesson 2; Coding and debugging
	Week 4	Lesson 4; Understanding algorithms	Lesson 3; Editing photos (Microsoft)	Lesson 4; Building a program.	Lesson 3; Editing the trailer	Lesson 3; Abstraction and pattern recognition	Lesson 3; Polling Program	Lesson 3; Computer aided design (CAD)
	Week 5	Lesson 5; Programming a Bee-Bot	Lesson 4; Searching for images.	Lesson 5; Evaluating a program.	Lesson 4; Transitions and text	Lesson 4; Algorithm design	Lesson 4; Programming a pedometer.	Lesson 4; My products website
	Week 6		Lesson 5; Phot collage		Lesson 5; Video review	Lesson 5; Applying computational thinking	Lesson 5; Programminbg a scoreboard	Lesson 5; Video Advert

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Summer 2	Week 1	<a href="#">Data Handling; Introduction to data.</a> Lesson 1; Loose parts play	<a href="#">Data Handling ; Introduction to data.</a> Lesson 1; Zoo data	<a href="#">Creating Media; Stop motion (tablets)</a> Lesson 1; What is animation?	<a href="#">Data handling; Comparison cards databases.</a> Lesson 1; Records, fields and data	<a href="#">Data Handling; Investigating Weather.</a> Lesson 1; What is the weather?	<a href="#">Skills Showcase; Mars Rover 2</a> Lesson 1; Pixels	N/A
	Week 2	Lesson 2; Sorting ourselves	Lesson 2; Picture data	Lesson 2; My first animation.	Lesson 2; Race against the computer	Lesson 2; Weather stations	Lesson 2; Compressing images	
	Week 3	Lesson 3; Yes or no?	Lesson 3; Minibeast data	Lesson 3; Planning my project	Lesson 3; Sorting and filtering (Option 2, Microsoft)	Lesson 3; Extreme Weather	Lesson 3; Fetch-Decode-Execute cycle	
	Week 4	Lesson 4; Creating a branching database.	Lesson 4; Animal branching databases	Lesson 4; Creating my project	Lesson 4; Representing data (Microsoft)	Lesson 4; Satellites and forecasts	Lesson 4; tinkering with CAD	
	Week 5	Lesson 5; Exploring pictograms	Lesson 5; Inventions	Lesson 5; Creating my project.	Lesson 5; Planning a holiday.	Lesson 5; Presenting forecasts.	Lesson 5; TinkerCAD design	