All Saints CE Primary - Long Term Plan Computing
Resources available at Teachcomputing.org

	Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	A/B	**Understanding the World (Technology)** • Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. • Understand that you may have to put your name/password into the device to retrieve your own files • Understand that you can connect with others via a device • Experience digital devices with an input/output. • Change the output of a device/toy by altering the input • Experience research via whole class activities • Know that information and a range of services can be found online • Use the keyboard to enter own name and print document • Use the keyboard and mouse to move a character around a game • Experience recording own voice and hearing the playback.					
Y1/2	A	Technology around us Y1 (CS AL)	Information technology around us Y2 (NW CS)	Digital Painting Y1 (ET CM)	Digital photography Y2 (ET CM)	Moving a robot Y1 (AL PG)	Robot Algorithms (AL PG)
	B	Grouping Data Y1 (DI AL)	Pictograms Y2 (DI ET)	Digital Writing Y1 (ET CM)	Making Music Y2 (CM DD)	Programming Animations Y1 (PG DD)	Programming Quizzes Y2 (PG DD)
Y3	A/B	Connecting Computers Y3 (DI ET)	Branching Databases Y3(DI ET)	Stop Frame Animation Y3 (ET CM)	Desktop publishing (ET CM)	Sequencing Sounds (PG DD)	Events and Actions in programs Y3 (PG DD)
Y4	A/B	Programming A – Repetition in Shapes	Creating Media – Audio Production	Computing Systems and Networks – The Internet	Programming B – Repetition in Games	Data Information – Data Logging	Creating Media – Photo Editing
Y5/6	A	Computing Systems and Networks – Communication and Collaboration	Creating Media – Webpage Creation	Programming A – Variables in Games	Data and Information – Introduction to Spreadsheets	Creating Media – 3D Modelling	Using the Microbit for Primary to Secondary Transition
	B	Computing Systems and Networks – Systems and Searching	Creating Media – Video Production	Programming A – Selection in Physical Computing	Data and Information – Flat File Databases	Creating Media – Introduction to Vector Graphics	Programming B – Selection in Quizzes

CS = Computing Systems   AL = Algorithms   NW = Networks   ET = Effective use of Tools   CM = Creating Media   PG = Programming

DD = Design & Development   DI = Data & information