



DARWEN ST JAMES' C OF E PRIMARY ACADEMY

COMPUTING LONG TERM PLAN



N U R S E R Y	- Use sound jigsaws, torches and role play kettles and toasters etc as part of their daily play. - Control action on an electronic device. - Beginning to show an interest in light boxes, placing items on top and looking at patterns.	- Shows an interest in toys with buttons, flaps and simple mechanisms and begins to learn how to operate them. - Anticipates repeated sounds, sights and actions.	- Operates mechanical toys (pulls back on a friction car etc) - Uses a toy telephone to communicate with their friends within play. - Uses devices to record their voices and play the recording to others.					
P R E S C H C L	- Complete simple games on an electronic device, controlling actions on the screen correctly. - Use the home button to find the menu and select a new game to play. - Begin to understand that we can learn new things through using the internet by an adult modelling how to search using the internet.	- Take photos using cameras and tablets. - Listen to stories about staying safe using technology such as mobile phones, tablets and the internet. - Know that technology can be used to communicate with others and talk about text messages, video calls and other ways of communicating which they may see friends and family using. - Investigate light and dark - using light boxes, investigate colour changes using paddles, cellophane and blocks.	- Know what to do if something upsets them or if they see something they don't like when using technology. - Program a small robot with adult support so that it moves in the direction they want it to. - Use devices to record their voices and play the recording to others. - With support begin to use technology to explore other areas of learning.					
R E C E P T I O N	- Complete simple games on an electronic device, controlling actions on the screen correctly. - Think of things they can find out using internet search engines. - Use technology to show that learning has taken place. - Program a small robot or simple coding program independently so that it moves in the way they have planned.	- Learn to display on a screen/print photographs and photocopy examples of their work. - Use rules given by a trusted adult when using technology. - Only use safe parts of the internet to play and learn. - Find out about new ways to communicate online which may not be familiar to them.	- Carry out investigations using digital microscopes, cameras and magnifiers. - Use devices to record their voices and play the recordings to others. - Know that technology can be used to communicate with others and talk about text messages, video calls and other ways of communicating which they may see friends and family using. - Use technology to support other areas of learning.					
	Children are continuously taught to identify and understand risks when learning about technology. As they advance through the EYFS we expect them to talk about these risks with others. Safer Internet Day is explored throughout the whole school including the children in EYFS.							
Y E A R 1	Introduction to Purple Mash 3 lessons	Creative Computing 4 lessons	Data Explorers 6 lessons	Creating & Following Instructions 3 lessons	Animated Stories 6 lessons	Coding 6 lessons	Technology Around Us 4 lessons	Making Beats 4 lessons
Y E A R 2	Route Explorers 4 lessons	The Internet 4 lessons	Creating Pictures 5 lessons	Spreadsheets 6 lessons	Questioning 4 lessons	Coding 6 lessons	Presenting Ideas 4 lessons	Making Music 3 lessons
Y E A R 3	Email 6 lessons	Route Planners 5 lessons	Branching Databases 4 lessons	Spreadsheets 6 lessons	Coding 6 lessons	Presenting Ideas 5 lessons		Micro:bit 4 lessons
Y E A R 4	Unpacking Hardware & Software 4 lessons	Animation 6 lessons	Logo 4 lessons	Sound Stories 4 lessons	Effective Searching 4 lessons	Coding 6 lessons	Micro:bit 4 lessons	Introduction to AI 4 lessons

‘LET US NOT LOVE WITH WORDS OR SPEECH ALONE BUT WITH ACTIONS AND TRUTH’ JOHN 3:18
NURTURING AMBITION THROUGH A LIVING FAITH



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Y E A R 5	Quizzing 5 lessons	Databases 4 lessons	Game Creator 5 lessons		Spreadsheets 6 lessons	Coding 6 lessons	Word Processing 6 lessons	Micro:bit 4 lessons
Y E A R 6	Networks 4 lessons	Graphing 4 lessons	Blogging 4 lessons	Micro:bit 4 lessons	Coding 6 lessons	Introduction to Python 4 lessons	Spreadsheets 6 lessons	3D Modelling 4 lessons