



## Gusford Primary School

### Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Nursery</b>	Continuous provision providing opportunities to use technology including cameras, torches and walkie-talkies, keyboards, touchscreen devices, bee-bots and virtual assistant technology.					
<b>Reception</b>	Project Evolve: Self-image and Identity	Project Evolve: Online Reputation	Project Evolve: Managing Online Information	Project Evolve: Online Bullying	Project Evolve: Copyright and Ownership	Project Evolve: Privacy and Security
<b>Year 1</b>	Improving Mouse Skills (Computing Systems and Networks) <b>Project Evolve: Privacy and Security</b>	Project Evolve: Online Reputation	Algorithms Unplugged (Programming 1) <b>Project Evolve: Online Bullying</b>	Programming Bee-Bots (Programming 2) <b>Project Evolve: Managing Online Information</b>	Digital Imagery (Creating Media) <b>Project Evolve: Self-image and Identify</b>	Introduction to Data (Data Handling) <b>Project Evolve: Copyright and Ownership</b>
<b>Year 2</b>	What is a computer? (Computing Systems and Networks 1) <b>Project Evolve: Online Reputation</b>	Algorithms and Debugging (Programming 1) <b>Project Evolve: Privacy and Security</b>	<b>Project Evolve: Managing Online Information</b>	Scratch JR (Programming 2) <b>Project Evolve: Online Bullying</b>	Stop Motion (Creating Media) <b>Project Evolve: Copyright and Ownership</b>	International Space Station (Data Handling) <b>Project Evolve: Self-image and Identity</b>
<b>Year 3</b>	Networks and the Internet (Computing Systems and Networks 1) <b>Project Evolve: Online Bullying</b>	Scratch (Programming) <b>Project Evolve: Managing Online Information</b>	<b>Project Evolve: Self-image and Identity</b>	Emailing (Computer Systems and Networks 2) (x3) Journey Inside a Computer (Computing Systems and Networks 3) (x3) <b>Project Evolve: Copyright and Ownership</b>	Creating media: Video Trailers <b>Project Evolve: Privacy and Security</b>	Comparison Cards Databases (Data Handling) <b>Project Evolve: Online Reputation</b>
<b>Year 4</b>	Collaborative Learning (Computer Systems and Networks) <b>Project Evolve: Managing Online Information</b>	Programming Music (Programming 1) <b>Project Evolve: Online Bullying</b>	Website Design (Creating Media) <b>Project Evolve: Copyright and Ownership</b>	<b>Project Evolve: Self-image and Identify</b>	Computational Thinking (Programming 2) <b>Project Evolve: Online Reputation</b>	Investigating Weather (Data Handling) <b>Project Evolve: Privacy and Security</b>
<b>Year 5</b>	Search Engines (Computing Systems and Networks) <b>Project Evolve: Self-image and Identity</b>	<b>Project Evolve: Copyright and Ownership</b>	Mars Rover 1 (Data Handling) <b>Project Evolve: Privacy and Security</b>	Micro:bit (Programming 2) <b>Project Evolve: Online Reputation</b>	Stop Motion Animation (Creating Media) <b>Project Evolve: Online Bullying</b>	<b>Project Evolve: Managing Online Information</b>

<b>Year 6</b>	Bletchley Park 1/History of Computers (Computer systems and networks) Project Evolve: Copyright and Ownership	Scratch Y5 (Programming) Project Evolve: Self-image and Identify	Big Data 1 (Data Handling) Project Evolve: Online Reputation	Project Evolve: Privacy and Security	AI Unit (Data Handling) Project Evolve: Manage Online Information	Inventing a Product (Skills Showcase) Project Evolve: Online Bullying
---------------	--	---	---	--------------------------------------	--	---