



St. Joseph's Catholic Academy, Norton
Computing Long-Term Plan



Class	Autumn	Spring	Summer
Nursery	<p>Within the new EYFS curriculum, the 'Technology' strand has been removed from 'Understanding the World' and has not been replaced with any updated guidance. However, computing and technology are still vitally important subjects to teach to children across the Foundation Stage. Computing ensures that children enter Year 1 with a strong knowledge of technology, increased listening skills, problem-solving abilities and thoughtful questioning as well as improved subject skills across the seven areas of learning. Particularly, in an ever-changing technological world, technology is integrated into the lives of young children. Just as we prepare our children for the adult world by teaching them Maths and Literacy skills, we must also make sure they are fluent in computer literacy and e-safety.</p> <p style="text-align: center;"><u>Computing in EYFS</u></p> <p>Continuous provision available for both focussed and self-chosen learning, a range of technology is available in the classroom for the children to access including: iPads, computers, remote control toys, battery operated toys, beebots, CD players and interactive whiteboards.</p>		
Class2 Reception			
Class 3 Y1	<p><u>Online Safety 1.1</u> Explore and use websites safely</p> <p><u>Coding 1.7</u> Make a computer programme</p>	<p><u>Spreadsheets 1.8</u> Create spreadsheets to count</p> <p><u>Grouping and Sorting 1.2</u> Sort using criteria</p>	<p><u>Maze Explorers 1.5</u> Use directions to complete challenges</p> <p><u>Technology Outside School 1.9</u> Record examples of technology</p>
Class 4 Y1/2	<p><u>Online Safety 1.1/2.2</u> Use Purple Mash and search tools safely</p> <p><u>Coding (Crash Course) 2.2</u> Make a computer programme using different objects</p>	<p><u>Spreadsheets (Crash Course) 2.3</u> Navigate and create spreadsheets</p> <p><u>Lego Builders 1.4</u> Follow and create simple instructions</p>	<p><u>Animated Story Books 1.6</u> Create an e-book</p> <p><u>Technology Outside School 1.9</u> Record examples of technology</p>
Class 5 Y2	<p><u>Online Safety 2.2</u> Learn to search safely</p> <p><u>Coding 2.1</u> Create a programme using a given design</p>	<p><u>Spreadsheets 2.3</u> Create a data spreadsheet</p> <p><u>Effective Searching 2.5</u> Understand effective internet searching</p>	<p><u>Creating Pictures 2.6</u> Create art by repeating patterns</p> <p><u>Presenting Ideas 2.8</u> Make a presentation</p>
Class 6 Y3	<p><u>Online Safety 3.2</u> Learn to keep safe passwords</p> <p><u>Coding 3.1</u> Create an interactive scene</p>	<p><u>Spreadsheets 3.3</u> Create charts and graphs from data</p> <p><u>Touch Typing 3.4</u> Touch type using right and left hand</p> <p><u>Branching Databases 3.6</u> Create a branching database</p>	<p><u>Email 3.5</u> Read and respond to emails</p> <p><u>Presenting 3.9</u> Use Microsoft PowerPoint</p>
Class 7 Y3/4	<p><u>Online Safety 3.2/4.2</u> Understand what content is appropriate online</p> <p><u>Coding (Crash Course) 4.1</u> Design and make an interactive scene</p>	<p><u>Spreadsheets (Crash Course 4.3)</u> Use a spreadsheet to model a situation</p> <p><u>Logo 4.5</u> Create shapes</p>	<p><u>Animation 4.6</u> Create a simple animation</p> <p><u>Presenting 3.9</u> Use Microsoft PowerPoint</p>

Online Safety (PSHE)



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			<p><u>Simulations 3.7</u> Explore simulations</p>	
<p>Class 8 Y4/5</p>	<p><u>Online Safety 4.2/5.2</u> Identify positive and negative influences of technology</p> <p><u>Coding (Crash Course) 5.1</u> Make a playable game</p>	<p><u>Spreadsheets (Crash Course) 5.3</u> Use a spreadsheet to plan actions</p> <p><u>Writing for different audiences 4.4</u> Produce a news report</p> <p><u>Hardware Investigators 4.8</u> Understand the different parts that make up a desktop</p>	<p><u>Effective Search 4.7</u> Locate specific information</p> <p><u>Word Processing 5.8</u> Using Microsoft Word</p>	
<p>Class 9 Y5</p>	<p><u>Online Safety 5.2</u> Understand the impact of sharing digital content</p> <p><u>Coding 5.1</u> Create and use strings in programming</p> <p><u>Spreadsheets 5.3</u> Use a spreadsheet to model a real-life situation</p>	<p><u>Databases 5.4</u> Create a database around a chosen topic</p> <p><u>Game Creator 5.5</u> Design a game</p>	<p><u>3D Modelling 5.6</u> Design a 3D model</p> <p><u>Word Processing 5.8</u> Using Microsoft Word</p>	
<p>Class 10 Y6</p>	<p><u>Online Safety 6.2</u> Understand the impact of online behaviour</p> <p><u>Coding 6.1</u> Create an adventure game</p> <p><u>Spreadsheets 6.3</u> Create a spreadsheet for a school event</p>	<p><u>Blogging 6.4</u> Create a blog for a specific purpose</p> <p><u>Text Adventures 6.5</u> Create a text-based adventure</p> <p><u>Networks 6.6</u> Consider the main changes in technology</p>	<p><u>Understanding Binary 6.8</u> Understand binary as a number system and its purpose and application in computing</p> <p><u>Spreadsheets 6.9</u> Using Microsoft Excel</p>	
<p>Class 11 Y6</p>	<p><u>Online Safety 6.2</u> Understand the impact of online behaviour</p> <p><u>Coding 6.1</u> Create an adventure game</p> <p><u>Spreadsheets 6.3</u> Create a spreadsheet for a school event</p>	<p><u>Blogging 6.4</u> Create a blog for a specific purpose</p> <p><u>Text Adventures 6.5</u> Create a text-based adventure</p> <p><u>Networks 6.6</u> Consider the main changes in technology</p>	<p><u>Understanding Binary 6.8</u> Understand binary as a number system and its purpose and application in computing</p> <p><u>Spreadsheets 6.9</u> Using Microsoft Excel</p>	