



St. Joseph's Catholic Primary School
Computing Long Term Plan



Nursery and Reception						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computational Thinking ideas Rationale from Barefoot Computing here Key Skills Strand 0 (Sheffield elearning Service)						
- Use different digital devices. - Recognise that you can access content on a digital device. - Use a mouse, touchscreen or appropriate access device to target and select options on screen. - Recognise a selection of digital devices. - Recognise the basic parts of a computer, e.g. mouse, screen, keyboard. - Select a digital device to fulfil a specific task, e.g. to take a photo.	Barefoot Computing- Awesome Autumn Technology around us https://www.ilearn2.co.uk/computerdiscoveryfree.html http://code-it.co.uk/wp-content/uploads/2015/05/bankplan.pdf http://code-it.co.uk/wp-content/uploads/2015/05/supermarketplan.pdf http://www.crickweb.co.uk/Early-Years.html https://www.nurseryworld.co.uk/News/article/ict-in-role-play-check-it-out	Barefoot Computing- Winter Warmers	Barefoot Computing- Busy Bodies Music creation https://www.ilearn2.co.uk/freeyear1musiccreation.html/ https://springroll-tc.pbskids.org/music-maker/d0f261dffc3c8f713fa5a22bb99d7f9afd04cb56/release/index.html https://musiclab.chromeexperiments.com/Voice-Spinner/	Barefoot Computing - Springtime Cooking Pizza https://www.barefootcomputing.org/docs/default-source/at-home/pizza_party_activity.pdf?sfvrsn=154d91ea_2	Barefoot Computing- Boats Ahoy Art https://www.j2e.com/jit5 Art and algorithms	Barefoot Computing- Summer Fun Other ideas Lego Building Crazy Characters Head, Shoulder, Knees and Toes



St. Joseph's Catholic Primary School
Computing Long Term Plan





St. Joseph's Catholic Primary School
Computing Long Term Plan



Computing IT Digital Literacy	Year 1 and 2 National Curriculum Objectives Pupils should be taught to: - understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instruction - create and debug simple programs - use logical reasoning to predict the behaviour of simple program - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school - use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.					
Year 1 and 2 Cycle A	Technology Around Us (Y1) Logging on https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us https://www.abcya.com/games/find_the_tech Hello Ruby keyboard https://www.helloruby.com/play/12 Paper computer	Digital Painting (Y1) https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting https://www.j2e.com/jit5 Y1) https://www.tate.org.uk/kids/games-quizzes/tate-paint Tuxpaint.org (Y2)	Moving a robot (Y1) (Cross curricular with Beebots) https://www.bbc.co.uk/bitesize/topics/z3tbw/mn/articles/z3whpv4 https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot Plus Lesson 1, 2 and 3 https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms Barefoot Computing	Book Creator(Linked to topic) https://www.common-sense.org/education/lesson-plans/using-technology-to-enhance-an-all-about-me-book#1 https://www.common-sense.org/education/lesson-plans/creating-nonfiction-books-about-animals-in-book-creator Digital Writing	Introduction to Animation (Y1) https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation Scratch Jr Barefoot Computing Scratch Jr https://www.barefootcomputing.org/resources/scratchjr-tinkering-activity Scratch Jr Knock Knock https://www.barefootcomputing.org/resources/scratchjr-tinkering-activity	Pictograms (Y2)(Cross Curricular) https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms https://www.ilearn2.com/uk/free-year-2-data-handling.html https://toytheater.com/category/math-games/graphing/



St. Joseph's Catholic Primary School
Computing Long Term Plan



	http://www.helloruby.com/play/29		https://www.barefootcomputing.org/resources/bee-bots-basics-activity Apps https://apps.apple.com/gb/app/bee-bot/id500131639 Web https://beebot.terrapienlogo.com/	(Y1) (Cross curricular) https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing Web- https://www.i2e.com/jit5 Project Evolve https://projectevolve.co.uk/toolkit/resources/years/year-one/copyright-and-ownership/	tcomputing.org/resources/scratchjr-knock-knock-joke-activity An introduction to quizzes(Y2) https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes	
Project Evolve Units						
Year 1 and 2 Cycle B	IT Around Us (Y2) Logging on https://www.abcya.com/games/find-the-tech https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us	Making Music (Y2) https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music https://www.ilearn2.co.uk/freeyear1musiccreation.html Song Maker Incredibox	Moving a robot (Y1) (Cross curricular and ideally with an alternative to Beebots such as ozobots, Clementoni Mind robots or Rugged robots) https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot Plus Lesson 1, 2 and 3	Book Creator(Linked to topic) https://www.common-sense.org/education/lesson-plans/using-technology-to-enhance-an-all-about-me-book#1 https://www.common-sense.org/education/lesson-plans/creating-nonfiction-books-about-animals-in-book-creator	Programming Dance Unplugged = https://curriculum.ode.org/hoc/unplugged/4/ Dance Unplugged - https://www.barefootcomputing.org/resources/dance-move-algorithms and Computational Thinking -	Pictograms (Y2)(Cross Curricular) https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms





St. Joseph's Catholic Primary School Computing Long Term Plan



Computing IT Digital Literacy	Key Stage 2 National Curriculum Objectives Pupils should be taught to: - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts - use sequence, selection, and repetition in programs; work with variables and various forms of input and out - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs - understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content - select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact					
Year 3/4 Cycle A Sheffield http://sheffieldclc.net/sheffield-primary-computing-progression-framework/	(Creating media-Branching database (Cross curricular)) https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases Jit5 Picollage app	Programming-Sequence in music (Y3) https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music Start with some tutorials https://scratch.mit.edu/projects/editor/?tutorial=getStarted Y4 Include a repeat or forever block or try the below tutorial	Creating media-desktop publishing Adobe Creative Express/ Canva (Cross curricular)(Y3) https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing	Programming- events and actions(Y3) https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions https://studio.code.org/s/coursec-2020/stage/15/puzzle/1 Y4 Include a repeat or forever block	Creating media-photo editing (Cross curricular)(Y4) https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing https://pixlr.com/x/	Creating media- stop-frame animation (Cross curricular)(Y3) https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation



St. Joseph's Catholic Primary School
Computing Long Term Plan



		https://projects.raspberrypi.org/en/projects/butterfly-garden				
Project Evolve Year 3/4 units						
Year 3/4 Cycle B	Systems and networks- The internet (Y4) https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet http://code-it.co.uk/netintsearch	Programming- Repetition All do a tutorial(Y3-Animate a name. Y4 any) https://scratch.mit.edu/projects/editor/?tutorial=getStarted https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games	Creating media- desktop publishing Canva (Cross curricular) https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing Y4 skills Mr P ICT progression of skills	Programming- Repetition https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes	Creating media- Audio editing (Cross curricular) https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing Using Garage Band or BandLab	Creating media-- Comic Creation (Cross curricular) https://www.ilearn2.com/uk/comiccreation/teacherfree.html https://www.makebeliefscomix.com/Comix/
	Project Evolve Year 3/4 units					



St. Joseph's Catholic Primary School
Computing Long Term Plan



Year 5 and 6 Cycle A	Selection in quizzes(Y5) https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes https://projects.raspberrypi.org/en/projects/dodgeball	Creating media-Vector drawing (Y5) https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing	Creating media-video editing (Cross curricular)(Y5) https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing	Creating media-3D Modelling (Cross curricular)(Y6) https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling	Selection Using Recap selection All Y5 https://projects.raspberrypi.org/en/projects/dodgeball http://sheffieldclc.net/scratch-selection/ Y6 {Score} https://projects.raspberrypi.org/en/projects/ghostbusters http://sheffieldclc.net/scratch-variables/ Design own game	Data and information-Spreadsheets (Y6) https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets
Project Evolve Year 5/6 units						
Year 5 and 6 Cycle B	Programming-Selection (Y5) https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes and Variables(Y6)	Creating media-Flat file databases(Y5) https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases https://www.canyoucompute.co.uk/upload	Creating media-Web page design (Cross curricular)(Y6) https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation	Systems and networks-Communication (Y5) (Cross curricular) Word/Google Docs https://teachcomputing.org/curriculum/key-stage-2/computing-	Creating media-Vector drawing (Y5) https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing	App design https://www.ilearn2.co.uk/appdesignfree.html/

