

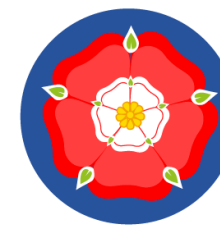


Thornton in Craven Community Nursery and Primary School

Computing Long Term Plan

Year A – 2022-2023

Year B – 2023 - 2024



Nursery and Reception	<p>Throughout the year children will be able to use technology to enhance the curriculum. Skills taught over time include:</p> <ul style="list-style-type: none"> • Mouse and Trackpad Skills • Keyboard Skills • Drawing Skills • Individual Log ins • Robots • Sounds • Photography • Quizzes • Technology around us • Hardware • Safety and Privacy
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YEAR A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Years 1 & 2	Unit 1.1 Online Safety & Exploring purple Mash 4 lessons Unit 2.5 Effective Searching 3 Lessons	Unit 1.4 Lego Builders 3 lessons Unit 1.9 Technology Outside School 2 lessons	Unit 1.2 Grouping and Sorting 2 lessons Unit 1.8 Spreadsheets 3 lessons	Unit 2.6 Creating pictures 5 lessons	Unit 1.7 Coding 6 lessons	Unit 2.1 Coding 5 lessons
Years 3 & 4	Coding* See table below for breakdown	Unit 3.2 Online Safety 3 lessons	Unit 3.4 Touch Typing 4 lessons	Unit 3.5 Email (including email safety) 6 lessons	Unit 3.6 Branching Databases 4 lessons	Unit 3.7 Simulations 3 lessons

	6 lessons					Unit 3.8 Graphing 2 lessons
		Unit 3.3 Spreadsheets 3 lessons				
Year 5 & 6	Coding** 6 lessons	Unit 5.2 Online Safety 3 lessons	Unit 5.3 Spreadsheets 6 lessons	Unit 5.5 Game Creator 5 lessons	Unit 5.6 3D Modelling 4 lessons	Unit 5.7 Concept Map 4 lessons
		Unit 5.4 Databases 4 lessons				

*Coding breakdown

Year 3 & 4 – Cycle A					
Unit 3.1 Using Flowcharts	Unit 3.1 Using Timers	Unit 4.1 'if' statements	Unit 4.1 Coordinates	Unit 3.1 Code, Test and Debug	Unit 4.1 Design, Code, test and debug

** Coding Breakdown

Year 5 & 6 – Cycle A					
Unit 5.1 Coding Efficiently	Unit 5.1 Stimulating a physical system	Unit 5.1 Friction and Functions	Unit 5.1 Introducing strings	Unit 5.1 Text variable and concatenation	Unit 6.1 User input

Year B




	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Years 1 & 2	Unit 1.1 Online Safety and Exploring Purple Mash	Unit 1.5 Maze Explorers 3 lessons	Unit 2.4 Questioning 5 lessons	Unit 2.2 Online Safety 3 lessons	Unit 1.6 Animated Story Books 5 lessons	Unit 2.8 Presenting Ideas 4 lessons
		Unit 2.7 Making Music 3 lessons		Unit 1.3 Pictograms 3 lessons		
Years 3 & 4	Coding*	Unit 4.2 Online Safety 4 lessons	Unit 4.3 Spreadsheets	Unit 4.4 Writing for different audiences 5 lessons	Unit 4.5 Logo	Unit 4.7 Effective search 3 lessons
		Unit 4.6 Animation 3 lessons			Unit 4.8 Hardware Investigators	
Year 5 & 6	Coding** 6 lessons	Unit 6.2 Online Safety 2 lessons	Unit 6.4 Blogging 4 lessons	Unit 6.5 Text Adventures 5 lessons	Unit 6.6 Networks 3 lessons	Unit 6.7 Quizzing 6 lessons
		Unit 6.3 Spreadsheets 5 lessons				

*Coding breakdown

Year 3 & 4 – Cycle B				
Unit 3.1 Using Repeat	Unit 4.1 Repeat until and 'if/else' statements	Unit 4.1 Number Variables	Unit 3.1 Design and make and interactive scene	Unit 4.1 Making a playable game

** Coding Breakdown

Year 5 & 6 – Cycle B				
Unit 6.1 Designing and writing a more complex program	Unit 5.1 Decomposition and Extraction	Unit 6.1 Using Functions	Unit 6.1 Flowcharts and control simulations	Unit 6.1 Text Adventure

Predominant Area of Computing		
 Computer Science	 Information Technology	 Digital Literacy