



Long Term Planning – Computing



	FS1	FS 2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<p>Computing Systems and Networks</p> <p>To know the reasons for some rules, identifying right from wrong</p>	<p>Computing Systems and Networks</p> <p>To know and talk about sensible amounts of screen time.</p> <p>To begin to give reasons why we need to stay safe online.</p>	<p>Computing Systems and Networks</p> <p>To recognise technology in school and use it responsibly</p>	<p>Computing Systems and Networks</p> <p>To identify IT and how its responsible use improves our world in school and beyond</p>	<p>Computing Systems and Networks</p> <p>To know that digital devices have: inputs, processes, and outputs, and how devices can be connected to make networks</p>	<p>Computing Systems and Networks</p> <p>To recognise that the internet is a network of networks including the WWW, and why we should evaluate online content</p>	<p>Computing Systems and Networks</p> <p>To recognise IT systems around us and how they allow us to search the internet</p>	<p>Computing Systems and Networks</p> <p>To identify and explore how data is transferred and information is shared online</p>
Autumn 2	<p>Creating Media</p> <p>To create content by taking pictures or drawing a picture on screen</p>	<p>Creating Media</p> <p>To create content such as a video recording, stories, and/or draw a picture on screen</p>	<p>Creating Media</p> <p>To choose appropriate tools in a program to create art, and make comparisons with working non-digitally</p>	<p>Creating Media</p> <p>To capture and change digital photographs for different purposes</p>	<p>Creating Media</p> <p>To capture and edit digital still images to produce a stop-frame animation that tells a story</p>	<p>Creating Media</p> <p>To capture and edit audio to produce a podcast, ensuring that copyright is considered</p>	<p>Creating Media</p> <p>To plan, capture, and edit video to produce a short film</p>	<p>Creating Media</p> <p>To design and create webpages, considering copyright, aesthetics, and navigation</p>
Spring 1	<p>Programming</p> <p>To follow a 2-step instruction as part of a group to achieve a goal</p>	<p>Programming</p> <p>To follow 3-step instructions to achieve a goal</p>	<p>Programming</p> <p>To write short algorithms and programs for floor robots, and predicting program outcomes</p>	<p>Programming</p> <p>To create and debug programs, and use logical reasoning to make predictions</p>	<p>Programming</p> <p>To create sequences in a block-based programming language to make music</p>	<p>Programming</p> <p>To use a text-based programming language to explore count-controlled loops when drawing shapes</p>	<p>Programming</p> <p>To explore conditions and selection using a programmable microcontroller</p>	<p>Programming</p> <p>To explore variables when designing and coding a game</p>



Spring 2	<p>Data and Information To know information can be retrieved from computers</p>	<p>Data and Information To retrieve information from computers with an adult To put information into groups To explain what is similar and different between items in groups</p>	<p>Data and Information To explore object labels, then use them to sort and group objects by properties</p>	<p>Data and Information To collect data in tally charts and use attributes to organise and present data on a computer</p>	<p>Data and Information To build and use branching databases to group objects using yes/no questions</p>	<p>Data and Information To recognise how and why data is collected over time, before using data loggers to carry out an investigation</p>	<p>Data and Information To use a database to order data and create charts to answer questions</p>	<p>Data and Information To answer questions by using spreadsheets to organise and calculate data</p>
Summer 1	<p>Creating Media To create content by making audio or recording a video with adult support</p>	<p>Creating Media To create content such as a video recording, stories, and/or draw a picture on screen</p>	<p>Creating Media To use a computer to create and format text, before comparing to writing non-digitally</p>	<p>Creating Media To use a computer as a tool to explore rhythms and melodies, before creating a musical composition</p>	<p>Creating Media To create documents by modifying text, images, and page layouts for a specified purpose</p>	<p>Creating Media To manipulate digital images, and reflect on the impact of changes and whether the required purpose is fulfilled</p>	<p>Creating Media To create images in a drawing program by using layers and groups of objects</p>	<p>Creating Media To plan, develop, and evaluate 3D computer models of physical objects</p>
Summer 2	<p>Programming To make toys work by pressing parts or lifting flaps to achieve effects</p>	<p>Programming To complete a simple program on electronic devices</p>	<p>Programming To design and program the movement of a character on screen to tell stories</p>	<p>Programming To design algorithms and programs that use events to trigger sequences of code to make an interactive quiz</p>	<p>Programming To write algorithms and programs that use a range of events to trigger sequences of actions</p>	<p>Programming To use a block-based programming language to explore count-controlled and infinite when creating a game</p>	<p>Programming To know how to do a selection in programming to design and code an interactive quiz</p>	<p>Programming To design and code a project that captures inputs from a physical device</p>