

Year A

Computing Long Term Plan

Emerald	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of work	My Online Life (Y1)	What is a computer? (Y1)	Mini Beasts (Y1)	Maths Madness (Y2)	My Friend the Robot (Y1)	Online Buddies (Y2)
Area of curriculum – Big Ideas	Digital Literacy	Information Technology	Information Technology	Information Technology	Computer Science	Digital Literacy
Targets covered	-Use technology safely, respectfully and responsibly -Recognise acceptable/unacceptable behaviour -Identify a range of ways to report concerns about content and contact	-Recognise common uses of information technology beyond the school -Use technology purposefully to create, organise, store, manipulate and retrieve digital content	-Use technology purposefully to create, organise, store, manipulate and retrieve digital content	-Use technology purposefully to create, organise, store, manipulate and retrieve digital content	-Understand what algorithms are -Create and debug simple programs -Use logical reasoning to predict the behaviour of simple programs	-Use technology safely, respectfully and responsibly -Recognise acceptable/unacceptable behaviour -Identify a range of ways to report concerns about content and contact
Area of work	E-Safety/Internet Safety	Technology around us	Research and presenting information	Exploring with technology	Programming	Communication and E-Safety
Cross-curricular areas	PSHE	English, Art/DT, History, Science	Maths, Science	English, Maths	English, Maths, Science	English, PSHE

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Sapphire	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of Work	My Online Life (Y3)	Hour of Code (Y4)	Be Digitally Awesome (Y3)	Wizard School (Y4)	Micro:Bit: Nature Art	Dinosaurs (Y4)
Area of curriculum – Big Ideas	Digital Literacy	Computer Science	Information Technology/ Digital Literacy	Information Technology	Computer Science	Information Technology
Targets covered	-Use technology safely, respectfully and responsibly -Recognise acceptable/ unacceptable behaviour -Identify a range of ways to report about concerns about content and contact	-Design, write and debug programs -Use sequence, selection and repetition in programs -Select, use and combine a variety of software	-Use search technologies effectively -Select, use and combine a variety of software -Use technology safely, respectfully and responsibly	-Use search technologies effectively -Select, use and combine a variety of software -Use technology safely, respectfully and responsibly	-Design, write and debug programs -Use sequence, selection and repetition in programs -Select, use and combine a variety of software	-Use search technologies effectively -Select, use and combine a variety of software -Use technology safely, respectfully and responsibly
Area of work	E-Safety/ Internet Safety	Programming	Digital Skills	Creating an E-book	Programming external hardware	Green Screen
Cross-curricular area	English, PSHE	English, Maths	English, Maths	English, Art/DT	English, Science, Art	English, Science, DT

Diamond	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of Work	My Online Life (Y5)	Crossy Roads (Y6)	Solve IT Club (Y6)	Music Composer (Y5)	STEAM Challenges (Y5)	AR Games (Y5)
Area of Curriculum – Big Ideas	Digital Literacy	Computer Science	Information Technology	Information Technology	Information Technology	Information Technology, Computer Science
Targets Covered	<ul style="list-style-type: none"> -Use technology safely, respectfully and responsibly -Recognise acceptable/unacceptable behaviour -Identify a range of ways to report concerns about content and contact 	<ul style="list-style-type: none"> -Design, write and debug programs that accomplish specific goals -Select, use and combine a variety of software -Use technology safely, respectfully and responsibly 	<ul style="list-style-type: none"> -Use search technologies effectively -Select, use and combine a variety of software -Use technology safely, respectfully and responsibly 	<ul style="list-style-type: none"> -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 specific goals 	<ul style="list-style-type: none"> -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 specific goals 	<ul style="list-style-type: none"> -Design, write and debug programs that accomplish specific goals -Select, use and combine a variety of software -Use technology safely, respectfully and responsibly
Area of Work	E-Safety/ Internet Safety	Programming	Digital Skills	Composing	STEM	Augmented Reality
Cross-curricular Areas	English, PSHE	English, Maths	Maths, English, Art/DT	English, Music	English, Maths, Science, Art/DT	English, Science, Art/DT

TechWeCan is a STEM focussed scheme looking at technology in careers and is intended to engage KS2 in STEM and consider technology as a future career. They cover a number of curriculum areas and where possible have been linked with other topics at the time.

We have adopted a 4 year rolling program to cover all 12 units over the 4 years, with one unit to be delivered to all of KS2 once a term.

TechWeCan -STEM (YrA)	Environment		Communication and Marketing		History	
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TechWeCan -STEM (YrB)	Health and Inclusion		Food		Good	
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TechWeCan -STEM (YrC)	Education		Fun		Travel and Tourism	
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TechWeCan -STEM (YrD)	Manufacturing and Engineering		Entertainment and Art		Retail	
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