

Year B

Computing Long Term Plan

Emerald	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of work	My Online Life (Y2)	Code a Story (Y2)	Storyland (Y2)	Modern Tales (Y1)	Presentations and typing (Y2)	Drawing Maths (Y1)
Area of curriculum – Big Ideas	Digital Literacy	Computer Science	Information Technology	Information Technology	Digital Literacy/ Information Technology	Information Technology
Targets covered	-Use technology safely, respectfully and responsibly, keeping personal information private -Identify where to go for support when they have concerns about content or contact on the internet or other online technologies	-Understand what algorithms are -Create and debug simple programs -Use logical reasoning to predict the behaviour of simple programs	-Use technology purposefully to create, organise, store, manipulate and retrieve digital content	-Recognise common uses of information technology beyond the school -Use technology purposefully to create, organise, store, manipulate and retrieve digital content	-Use technology safely, respectfully and responsibly, keeping personal information private -Use technology purposefully to create, organise, store, manipulate and retrieve digital content	-Recognise common uses of information technology beyond the school -Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Area of work	E-Safety/Internet Safety	Programming	Creating E-books	Communication and E-Safety	Presenting Information	Problem Solving
Cross-curricular areas	PSHE	English, Maths	English, Art/DT	English, PSHE	English, Art/DT, PSHE	Maths, Art/DT

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Sapphire	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of Work	My Online Life (Y4)	Micro: Bit - Volcanoes	NEWSWISE –Windrush Scandal	Programming with Robots (Y3)	Rainforests (Y3)	Photo Editing – (Y4)
Area of curriculum – Big Ideas	Digital Literacy	Computer Science	Information Technology/ Digital Literacy	Computer Science	Information Technology	Information Technology
Targets covered	-Use technology safely, respectfully and responsibly, 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	-Design, write and debug programs that accomplish specific goals -Use sequence selection, and repetitioning programs; work with variables and various forms of input and output -Select, use and combine a variety of software	-Use search technologies effectively -Appreciate how search results are selected and ranked -Use technology safely, respectfully and responsibly	-Design, write and debug programs that accomplish specific goals -Use sequence selection, and repetitioning programs; work with variables and various forms of input and output -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 -Use technology safely, respectfully and responsibly -Select, use and combine a variety of software
Area of work	E-Safety/ Internet Safety	Programming using external hardware	Research/Fake News	Programming	Virtual Reality	Design
Cross-curricular area	PSHE	English, Art, Geography	English, PSHE	English, Maths	English, Maths, Art/DT, PSHE	English, Art/DT

Diamond	Autumn 1	Autumn 2	Spring 1	Spring 1	Summer 1	Summer 2
Unit of Work	My Online Life (Y6)	Binary Messages (Y5)	Micro: Bit – Night Safety DT Joined Unit	Communication and Collaboration	Social Media	VR Worlds (Y6)
Area of Curriculum – Big Ideas	Digital Literacy	Information Technology	Computer Science	Information Technology	Digital Literacy	Information Technology
Targets Covered	-Use technology safely, respectfully and responsibly, keeping personal information private -Identify where to go for help and support when they have concerns about content or contact on the internet	-Use search technologies effectively -Select, use and combine a variety of software -Use technology safely, respectfully and responsibly	-Design, write and debug programs that accomplish specific goals -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	-Use technology safely, respectfully and responsibly, keeping personal information private -Identify where to go for help and support when they have concerns about content or contact on the internet	-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	Podcasts	Programming external hardware	Communication	E-Safety/ Internet Safety	Virtual Reality
Cross-curricular Areas	English, PSHE	English, PSHE	English, PSHE, PE	Maths, History	English, PSHE	English, Art/DT, History, Geography

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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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