Ellingham CE VC & Woodton Primary Federation

Computing Curriculum Long Term Plan (2 Year Rolling Programme)

Odd Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Sparrows (Reception)	When using technology: • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.					
Skylarks & Willows (Years 1 & 2)		Creating Media **Teach Computing Y1** Digital Painting		Data & Information **Teach Computing Y1** Grouping Data		Programming B **Teach Computing Y1** Programming animations
Swifts & Sycamores (Years 3 & 4)	Computing Systems and Networks **Teach Computing Y3** Connecting Computers	Creating Media **Teach Computing Y3** Stop Frame Animation	Programming A **Teach Computing Y3** Sequencing sounds	Data & Information **Teach Computing Y3** Branching Databases	Creating Media **Teach Computing Y3** Desktop Publishing	Espresso Coding Levels 1 – 3
Swallows & Oaks (Years 5 & 6)	Computing Systems and Networks **Teach Computing Y5** Systems & searching	Creating Media **Teach Computing Y5** Video production	Programming A **BBC Microbit**	Data & Information **Teach Computing Y5** Flat-file databases	Creating Media **Teach Computing Y5** Introduction to vector graphics	Espresso Coding Levels 4 - 6

NB: At the start of each term the first lesson will be focused on online safety.

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Computing Curriculum Long Term Plan (2 Year Rolling Programme)

Even Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Sparrows (Reception)	When using technology: • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.					
Skylarks & Willows (Years 1 & 2)		Creating Media **Teach Computing Y2** Digital Photography		Programming A **Teach Computing Y2** Robot Algorithms		Data & Information **Teach Computing Y2** Pictograms
Swifts & Sycamores (Years 3 & 4)	Computing Systems and Networks **Teach Computing Y4** The Internet	Creating Media **Teach Computing Y4** Audio Production	Programming **Teach Computing Y4** Repetition in Shapes	Programming **Teach Computing Y4** Repetition in games	Creating Media **Teach Computing Y4** Photo Editing	Espresso Coding Levels 1 - 3
Swallows & Oaks (Years 5 & 6)	Computing Systems and Networks **Teach Computing Y6** Communication & Collaboration	Creating Media **Teach Computing Y6** Web Page Creation	Espresso Coding Levels 4 - 6	Data & Information **Teach Computing Y6** Introduction to Spreadsheets	Creating Media **Teach Computing Y6** 3D Modelling	Programming **Teach Computing Y6** Variables in Games

NB: At the start of each term the first lesson will be focused on online safety.