



## **Growing Strong Roots Long Term Plan**

## Year A 2022-2023

	Aut 1	Aut2	Spr 1	Spr2	Sum1	Sum2
Maple	Self-image and identity	Online reputation	Digital Painting	M <mark>ov</mark> ing a robot	Privacy and security	Copyright and ownership
Yr1	Online relationships	Online Bullying	Digital Media / Cross	Programming A		
			curricular	Health, wellbeing and		
			Managing online information	lifestyles		
Rowan	Click and go-Scratch	Computer systems and	Robot Algorithm S	Making Music	Digital photography	Pictograms
Yr2	junior-Programming A	networks	Prog <mark>ra</mark> mming B	Digital Media / Cross	Digital Media / Cross	Digital Media / Cross
	Self-image and identity	Computer systems and	Managing online information	curricular	curricular	curricular
	Online relationships	content		Health, wellbeing and	Privacy and security	Copyright and ownership
		Online reputation		lifestyles		
		Online Bullying				
Sycamore	Book creator	Branching databases	Connecting computers	Animation	Sequence in music	Events and Actions
Yr 3	Digital Media / Cross	Data and information	Computer systems and	Digital Media / Cross	Programming A	Programming B
	curricular	Online reputation	contexts	c <mark>urricular</mark>	Privacy and security	Copyright and ownership
	Self-image and identity	Online Bullying	Managing online information	Health, wellbeing and		
	Online relationships			lifestyles		
Oak	The internet	Audio editing	Data logging	Photo editing	Repetition in shapes	Repetition in games
Yr 4	Computer systems and	Digital Media / Cross	Digital Media / Cross	Digital Media / Cross	Programming A	Programming B
	contexts	curricular	curricular	curricular	Privacy and security	Copyright and ownership
	Self-image and identity	Online reputation	Managing online information	Health, wellbeing and		
	Online relationships	Online Bullying		lifestyles		
Cherry	Systems and searching	Microbit from 1 <sup>st</sup> use	Vector Drawing	Flat-file Data bases		Video editing
Yr 5	Computer systems and	Programming A	Digital Media / Cross	Digital Media / Cross	Selection in quizzes	Digital Media / Cross
	contexts		curricular	curricular	Programming B	curricular
	Self-image and identity	Online reputation	Managing online information	Health, wellbeing and		
	Online relationships	Online Bullying	TOTAWIN	lifestyles	Privacy and security	Copyright and ownership





## Year B 2021-2022 and 2023-2024

	Aut 1	Aut2	Spr 1	Spr2	Sum1	Sum2
Maple	Technology around us	Digital Painting	Moving a robot	Programming Animations	Grouping Data	Digital writing
Rec	Computer systems and	Digital Media / Cross	Programming A	Programming B / Cross	Data and information / cross	Digital media / cross
	contexts	curricular	Managing online	curricular	curricular	curricular
	Self-image and identity	Online reputation	information	Health, wellbeing and	Privacy and security	Copyright and ownership
	Online relationships	Online Bullying		lifestyles		
Rowan	Technology around us	Digital Painting	Moving a robot	Programming Animations	Grouping Data	Digital writing
Yr1	Computer systems and	Digital Media / Cross	Programming A	Programming B / Cross	Data and information / cross	Digital media / cross
	contexts	curricular	Managing online	curricular	curricular	curricular
	Self-image and identity	Online reputation	information	Health, wellbeing and	Privacy and security	Copyright and ownership
	Online relationships	Online Bullying		lifestyles		
Sycamore	Book creator	Book creator	Connecting computers	Animation	Sequence in music	Branching databases
Yr 3	Digital Media / Cross	Digital Media / Cross	Computer systems and	Digital Media / Cross	Programming A and B	Data and information
	curricular	curricular	contexts	curricular	Privacy and security	Copyright and ownership
	Self-image and identity	Online reputation	Managing online	Health, wellbeing and		
	Online relationships	Online Bullying	information	lifestyles		
Oak	Systems and searching	Video editing	Vector Drawing	Flat-file Data bases	Microbit from 1st use	Selection in quizzes
Yr 5	Computer systems and	Digital Media / Cross	Digital Media / Cross	Digital Media / Cross	Programming A	Programming B
	contexts	curricular	curricular	curricular	Privacy and security	Copyright and ownership
	Self-image and identity	Online reputation	Managing online	Health, wellbeing and		
	Online relationships	Online Bullying	information	lifestyles		
Cherry	Communication and	3D modelling	Web page creation	Spreadsheets	Variables in Games	Sensing with Microbits
Yr 6	collaboration	Digital Media / Cross	Digital Media / Cross	Data and information / cross	Programming A	Programming B / Cross
	Computer systems and	curricular	curricular	curricular	Privacy and security	curricular
	contexts	Online reputation	Managing online	Health, wellbeing and		Copyright and ownership
	Self-image and identity Online relationships	Online Bullying	information	lifestyles		