

# Computing Long Term Plan



Year A 2024-2025

|                             | Aut 1   | Aut2  | Spr 1  | Spr2   | Sum1   | Sum2  |
|-----------------------------|---|---|--|--|--|---|
| <b>Maple (R)</b><br>Yr R    | Self-image and identity<br>Online relationships   | Online reputation<br>Online Bullying  | Managing online information  | Health, wellbeing and lifestyles   | Privacy and security   | Copyright and ownership   |
| <b>Rowan (1)</b><br>Yr 1    | Technology around us<br>Computer systems and contexts<br>Self-image and identity<br>Online relationships            | Digital Painting<br>Digital Media / Cross curricular<br>Online reputation<br>Online Bullying          | Moving a robot<br>Programming A<br>Managing online information                       | Programming Animations<br>Programming B / Cross curricular<br>Health, wellbeing and lifestyles | Grouping Data<br>Data and information / cross curricular<br>Privacy and security | Digital writing<br>Digital media / cross curricular<br>Copyright and ownership        |
| <b>Sycamore (2)</b><br>Yr 2 | Click and go-Scratch junior-Programming A<br>Self-image and identity<br>Online relationships                        | Computer systems and networks<br>Computer systems and content<br>Online reputation<br>Online Bullying | Robot Algorithm S<br>Programming B<br>Managing online information                    | Making Music<br>Digital Media / Cross curricular<br>Health, wellbeing and lifestyles           | Digital photography<br>Digital Media / Cross curricular<br>Privacy and security  | Pictograms<br>Digital Media / Cross curricular<br>Copyright and ownership             |
| <b>Birch(3/4)</b><br>Yr 4   | The internet<br>Computer systems and contexts<br>Self-image and identity<br>Online relationships                    | Audio editing<br>Digital Media / Cross curricular<br>Online reputation<br>Online Bullying             | Data logging<br>Digital Media / Cross curricular<br>Managing online information      | Photo editing<br>Digital Media / Cross curricular<br>Health, wellbeing and lifestyles          | Repetition in shapes<br>Programming A<br>Privacy and security                    | Repetition in games<br>Programming B<br>Copyright and ownership                       |
| <b>Oak (4/5)</b><br>Yr 4    | The internet<br>Computer systems and contexts<br>Self-image and identity<br>Online relationships                    | Audio editing<br>Digital Media / Cross curricular<br>Online reputation<br>Online Bullying             | Data logging<br>Digital Media / Cross curricular<br>Managing online information      | Photo editing<br>Digital Media / Cross curricular<br>Health, wellbeing and lifestyles          | Repetition in shapes<br>Programming A<br>Privacy and security                    | Repetition in games<br>Programming B<br>Copyright and ownership                       |
| <b>Cherry (6)</b><br>Yr 6   | Communication and collaboration<br>Computer systems and contexts<br>Self-image and identity<br>Online relationships | 3D modelling<br>Digital Media / Cross curricular<br>Online reputation<br>Online Bullying              | Web page creation<br>Digital Media / Cross curricular<br>Managing online information | Spreadsheets<br>Data and information / cross curricular<br>Health, wellbeing and lifestyles    | Variables in Games<br>Programming A<br>Privacy and security                      | Sensing with Microbits<br>Programming B / Cross curricular<br>Copyright and ownership |