Long Term Planning

Curriculum Area: Computing



	Autumn Term			Spring Term			Sun	Summer Term	
EYFS	EYFS activities to develop computational thinking:								
		Term 1	Term 2		Term 3	Term 4	Term 5	Term 6	
	EYFS Suggested	Awesome Autumn	Winter \	Varmers	Springtime	Busy Bodies	Summer Fun	Boats Ahoy	
	activities								
	2simple and	•	tographs	with camer	as or tablets, searc	hing for information	on the internet using Sv	ropriate software such as viggle search engine, using	
KS1	Communicate			Communicate			Collect		
Cycle A	Basic Computing Skills (Y1)			Word processing (Y1)			Pictogram diagram (Y1)		
	Code			Code			Connect		
	Programming Toys (Y1)		S	Scratch Junior	(Y1)		Y1 E-Safety		
KS1	Connect			Collect			Code		
Cycle B	Y2 E-Safety			Venn diagram (Y2)			Preparing for Logo (Y2)		
	Communicate			Code			Communicate		
	Using the Internet (Y2)			Knock Knock Joke Scratch Jr &/Or My Robot Helper			Presentation skills (Y2)		
KS2	Communicate			Code			Code		
Cycle A	iMovie Voiceover/Trailer			Platform Game in Scratch			Logo (Y4)		
	Connect			Collect			Communicate		
	Y4 Networks: The Internet		1	Introduction to Databases(Y5)			Presentation skills PP/Slides (Y4)		
KS2	Communicate			Code			Connect		
Cycle B	Word Processing (Y3)			Logo and Scratch Introduction (Y3)			Y5 Search Engines		
	Collect			Communicate			Code		
	Spreadsheets (Y5)		١	Video Creation Voiceover &/Or			Scratch (Y4)		
			4	1 Chord remix					
KS2	Communicate			Code			Connect		

Cycle C	Word Processing (Y4) Communicate Presentation skills PP/Slides (Y3)	Scratch (Y5) Code Animations in Scratch &/Or Quizzes in Scratch	Y6 Networks HTML Collect Spreadsheets (Y6)
KS2 Cycle D	Code Game projects in Scratch Communicate Word Processing (Remind, Revise Extend & typing fluency)	Code Scratch (Y6) animating stories Connect Internet Research and Communication (Y3)	Communicate Adobe Spark Video Collect Online Questionnaire