

Computing Long Term Plan (2 year cycle)



Year 1/2 (Cycle A)

Information Technology Computer Science Digital Literacy

Unit Title	Introduction to PM (1) *	Creative Computing (1) *	Creating Pictures (2) *	Spreadsheets (2)	Animated Stories (1)	Coding (1)	Coding (2)
Lessons	3	4	5	6	6	6	6
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World							

Year 1/2 (Cycle B)

Unit Title	Introduction to PM (1) *	Route Explorers (2) *	The Internet (2) *	Data Explorers (1) *	Questioning (2)	Making Beats (1)	Creating & Following Instructions (1)	Presenting Ideas (2)	Technology Around Us (1)
Lessons	3	4	4	6	4	4	3	4	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World									

Year 3/4 (Cycle A)

Unit Title	* Email (3)	* Unpacking Hardware & Software (4)	* Route Planners (3)	Effective Searching (4)	Coding (3/4 – See coding breakdown table below)	Presentations (3) <small>(Microsoft, Apple & Google)</small>	Spreadsheets (3)
Lessons	6	4	5	4	6	5	6
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World							

Year 3/4 (Cycle B)

Unit Title	* Animation (4)	* Logo (4)	* Branching Databases (3)	Sound Stories (4)	Coding (3/4 – See coding breakdown table below)	Composing Beats (4)	Touch Typing (3)	Introduction to AI (4)
Lessons	6	4	4	4	6	4	4	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World								

Additional Units	Introduction to Purple Mash	micro:bit (3)	micro:bit (4)
Lessons	2	4	4

Year 3/4 (Coding Breakdown)

Coding lessons from both year 3 and 4 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 3 & 4 - CYCLE A						
Title	Using Flowcharts	Using Timers	'if' statements	Coordinates	Code, Test and Debug	Design, Code, Test and Debug
Year and lesson number	Year 3 Lesson 1	Year 3 Lesson 2	Year 4 Lesson 2	Year 4 Lesson 3	Year 3 Lesson 4	Year 4 Lesson 1

YEAR 3 & 4 - CYCLE B						
Title	Using Repeat	Repeat Until and 'if/else' Statements	Number Variables	Design and Make an Interactive scene	Design and Make an Interactive scene	Making a Playable game
Year and lesson number	Year 3 Lesson 3	Year 4 Lesson 4	Year 4 Lesson 5	Year 3 Lesson 5	Year 3 Lesson 6	Year 4 Lesson 6

Year 5/6 (Cycle A)

Unit Title	Quizzing (5) *	Game Creator (5) *	Graphing (6) *	Spreadsheets (6) (Microsoft, Apple & Google)	Coding (5/6 – See coding breakdown table below)	Word Processing (5) (Microsoft, Apple & Google)	3D Modelling (6)
Lessons	5	5	4	6	6	6	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World							

Year 5/6 (Cycle B)

Unit Title	Networks (6) *	Databases (5) *	Blogging (6) *	Concept Maps (5)	Coding (5/6 – See coding breakdown table below)	Introduction to Python (6)	Spreadsheets (5)	Data Detectives (6)
Lessons	4	4	4	4	6	4	6	4
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World								

Additional Units	Introduction to Purple Mash	Coding: External Devices (5)	Binary (6)	micro:bit (5)	micro:bit (6)
Lessons	2	6	4	4	4

Year 5/6 (Coding Breakdown)

Coding lessons from both year 5 and 6 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 5 & 6 - CYCLE A						
Title	Coding Efficiently	Simulating a physical system	Friction and Functions	Introducing Strings	Text Variable and Concatenation	User Input
Year and lesson number	Year 5 Lesson 1	Year 5 Lesson 2	Year 5 Lesson 5	Year 5 Lesson 5	Year 5 Lesson 6	Year 6 Lesson 5

YEAR 5 & 6 - CYCLE B						
Title	Designing and writing a more complex program	Designing and writing a more complex program	Decomposition and Abstraction	Using Functions	Flowcharts and control simulations	Text Adventure
Year and lesson number	Year 6 Lesson 1	Year 6 Lesson 2	Year 5 Lesson 3	Year 6 Lesson 3	Year 6 Lesson 4	Year 6 Lesson 6