

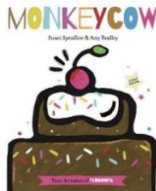
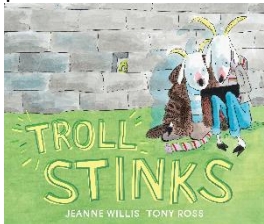
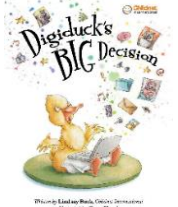
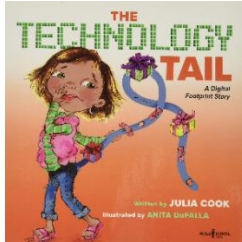


## Long Term Plan for Computing

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	<p><b>Coding</b>  <u>Cornerstones-Me and My Community</u>            Dress Up- Use technology to record their work and ideas.            Where Shall we go?- Input simple instructions to technological toys, including floor robots and onscreen sprites.            iPads            Bee Bots</p>	<p><b>Coding</b>  <u>Cornerstones- Starry Night</u>            Day and Night walk- Use technology to record their work and ideas.            Space journeys – Create simple programs.            Bee Bots            iPads            Cameras</p>	<p><b>Online Safety</b>  <b>Webster's Manners</b>            By the end of the Foundation Stage children should recognise that a range of technology is used in places such as homes and school. They select and use technology for particular purposes.</p> 	<p><b>Engaging with Media</b>  <u>Cornerstones-Dangerous Dinosaurs</u>            Volcano- Use technology to record their work and ideas.            Prehistoric maps- Using buttons to push and pull in order to make something work.            Easi-Cars            iPads            Cameras</p>	<p><b>Engaging with Media/Networks/Coding</b>  <u>Cornerstones-Ready Steady Grow</u>            Farm Songs – Play farm-themed songs on audio equipment or a tablet.            Growing Beans- Use tablets to record progress.            Plant Partners- Take photographs to show the changes. Create a display or photobook.            Animal Clues- Use a tablet to read the QR code.            Herding Sheep- Use a Bee Bot to complete a simple program.            Make a Pictogram- Record data in simple tables, pictograms or block charts.            Computer Components (keyboards, mice, iPads)            Voice recorders            QR Codes            Bee Bots</p>	<p><b>Engaging with Media/Coding</b>  <u>Cornerstones-Marvellous Machines</u>            All shapes and sizes- Computers or tablets with graphics editing software.            Share it- Use technology to record their work and ideas.            Digital Art- Use age-appropriate software to create images and record sounds and videos.            Terrific Technology- Find out about and use a range of everyday technology.            Floor robots- Create simple programs. Becoming familiar with technology components, pressing familiar buttons, clicking and using motor skills with increasing accuracy.            Computer Components (keyboards, mice, iPads)            QR Codes            iMovie            Magic Carpet            Bee Bots</p>

<b>Year 1</b>	<b>Networks</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <b>Technology Around Us</b>	<b>Online Safety</b> <u><b>Little Bird's Security Adventure</b></u> Use Technology safely and respectfully, keeping personal information private: identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	<b>Creating Media</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <b>Digital Media Painting</b>	<b>Creating Media</b> Recognise common uses of information technology beyond school. <b>Cameras, Voice Recorders and iTrailers</b>	<b>Coding</b> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. <b>Bee Bots</b>	<b>Coding</b> Use logical reasoning to predict the behaviour of simple programs. <b>Bee Bots</b>
<b>Year 2</b>	<b>Coding</b> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.  Use logical reasoning to predict the behaviour of simple programs. <b>Bee Bot/Pro Bot</b>	<b>Coding</b> Use logical reasoning to predict the behaviour of simple programs.  Create and debug simple programs. <b>Bee Bot/Pro Bot</b>	<b>Online Safety</b> <u><b>Monkeycow</b></u> Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	<b>Networks</b> Recognise common uses of information technology beyond school. <b>IT Around Us</b>	<b>Creating Media</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <b>iTrailers and iMovies</b>	<b>Creating Media</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <b>Microsoft Word</b>

<b>Year 3</b>	<b>Creating Media</b> Use simple search technologies  Select, use and combine a variety of software (including internet services), with support, on a range of digital devices to design and create programs, systems and content that accomplish given goals. <i>iMovie and Microsoft Word</i>	<b>Creating Media and Coding</b> Design, write and debug programs that control or simulate virtual events; decompose programs into smaller parts.  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. <i>Scratch JNR and Music Maker</i>	<b>Coding and Networks</b> Work with various forms of input and output.  Understand and differentiate computer networks including the internet; how they can provide multiple services, such as the world wide web; and identify computer network systems in use in the world around him/her. <i>Scratch JNR and Email</i>	<b>Networks</b> Work with various forms of input and output.  Understand and differentiate computer networks including the internet; how they can provide multiple services, such as the world wide web; and identify computer network systems in use in the world around him/her. <i>Connecting Computers</i>	<b>Online Safety</b> <b><u>Troll Stinks</u></b> Use technology safely and responsibly; recognise acceptable/unacceptable behaviour; report concerns about content and contact using school policies and procedures. 	<b>Online Safety</b> Discern some issues of reliability when evaluating digital content. <i>Project Evolve</i>
<b>Year 4</b>	<b>Networks</b> Understand and differentiate computer networks including the internet; how they can provide multiple services, such as the world wide web; and identify computer network systems in use in the world around him/her. <i>The Internet</i>	<b>Online Safety</b> <b><u>Digiduck's Big Decision</u></b> Use technology safely and responsibly; recognise acceptable/unacceptable behaviour; report concerns about content and contact using school policies and procedures. Discern some issues of reliability when evaluating digital content. 	<b>Coding</b> Design, write and debug programs that control or simulate virtual events; decompose programs into smaller parts.  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. <i>Lego Wedo</i>	<b>Creating Media</b> Use simple search technologies  Appreciate how results are selected and ranked  Select, use and combine a variety of software (including internet services), with support, on a range of digital devices to design and create programs, systems and content that accomplish given goals. <i>Microsoft Power Point</i>	<b>Creating Media</b> Select, use and combine a variety of software (including internet services), with support, on a range of digital devices to design and create programs, systems and content that accomplish given goals <i>Podcasts</i>	<b>Creating Media</b> Select, use and combine a variety of software (including internet services), with support, on a range of digital devices to design and create programs, systems and content that accomplish given goals <i>Podcasts</i>

<b>Year 5</b>	<b>Creating Media</b> Use filters in search technologies effectively Independently select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content for a given audience, including collecting, analysing, evaluating and presenting data and information <b>Microsoft Spreadsheet</b> <b>3D Modelling</b> <b>Microsoft Power Point</b>	<b>Creating Media</b> Independently select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content for a given audience, including collecting, analysing, evaluating and presenting data and information <b>Microsoft Spreadsheet</b> <b>3D Modelling</b>	<b>Networks</b> Understand how computer networks, including the internet, can provide opportunities for communication and collaboration and begin to use these opportunities effectively. <b>Sharing Information</b>	<b>Online Safety</b> <b>Technology Tail</b> Use technology respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact in and out of school 	<b>Coding</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use variables, sequence, selection, and repetition in programs. Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently. <b>Piper Kits</b>	<b>Coding</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use variables, sequence, selection, and repetition in programs. Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently. <b>Piper Kits</b>
<b>Year 6</b>	<b>Coding</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use variables, sequence, selection, and repetition in programs. Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently. <b>Piper Kits</b>	<b>Coding</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use variables, sequence, selection, and repetition in programs. Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently. <b>Piper Kits</b>	<b>Creating Media</b> Independently select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content for a given audience, including collecting, analysing, evaluating and presenting data and information <b>Movie Maker Animation</b>	<b>Creating Media</b> Independently select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content for a given audience, including collecting, analysing, evaluating and presenting data and information <b>Creating a Webpage</b>	<b>Networks</b> Understand how computer networks, including the internet, can provide opportunities for communication and collaboration and begin to use these opportunities effectively.  Be discerning when evaluating digital content <b>Communication</b>	<b>Online Safety</b> <b>Usborne Internet Safety</b> Use technology respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact in and out of school.  Use filters in search technologies effectively 