Long Term Plan

Subject: Computing

	Term 1 Citizenship	Term 2 Expression	Term 3 Dynasties	Term 4 Universe	Term 5 Life	Term 6 Dynamics
Main Project	Memory Box	Muck, Mess and Mixture	Magnificent Monaches	Splendid Skies	Beachcombers	Humans
Curriculum driver	History	Art	History	Science	Science	Science
Y1/2 Cycle A	**Online Safety** Yr 1 & 2 Use technology safely.	**Animated Stories** Yr1 & 2 Use technology safely.	**Grouping and Sorting** Yr 1 & 2 Use technology safely. Use logical reasoning	**Coding** Yr 1 & 2 Use technology safely. Create a debug simple program Understanding algorithms. Predict behaviour of programs	**Tech outside of school** Recognise common uses of ICT outside of school	**Making music** Yr 1 & 2 Use technology safely. Recognise common uses of ICT beyond school.
Main Project	Childhood	Beat, Band and Boogie	Dinosaur Planet	Moon Zoom	Wriggle and Crawl	Bounce
Curriculum driver	History	Music	History	Science/DT	Science	P.E
Y1/2 Cycle B	**Online safety** Yr 1& 2 Use technology safely.	**Creating pictures** Yr 1& 2 Use technology safely. Recognise common uses of ICT beyond school.	**Questioning** Yr 1 & 2 Use technology safely. Use logical reasoning	**Coding** Yr 1 & 2 Use technology safely. Create a debug simple program Understanding algorithms. Predict behaviour of programs	**Presenting ideas** Yr 1 & 2 Use technology safely. Use logical reasoning	**Lego Builders** Yr 1 & 2 Use technology safely. Use logical reasoning

Main Project	Urban Pioneers	Playlist	Through the Ages	Misty Mountain Sierra	Blue Abyss	Sprint
Curriculum driver	Art	Music	History	Geography	Science	PE
Y3/4 Cycle A	Online Safety NC link: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Simulations NC link: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Graphing NC link: Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Coding NC link: Use sequence, selection, and repetition in programs, work with variables and various forms of input and output	Presenting NC link: Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Touch Typing NC link: Use sequence, selection and repetition in programs; work with variables and various forms of input and output

Main Project	Scrumdiddlyumptious	Heroes and Villains	Traders and Raiders	Tremors	Predators	Burps, Bottoms and Bile
Curriculum driver	DT	Music	Art	Geography	Science	Science
Y3/4 Cycle B	Online Safety NC link: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Animation NC link: Design, write and debug programs that accomplish specific goals,	Effective Searching NC link: Use search technologies effectively, appreciate how results are selected	Coding NC link: Use sequence, selection, and repetition in programs, work with variables and various forms	Logo NC link: Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they	Making Music NC link: Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including

	ID Curriculum Driver	Alchemy Island Music	Dynamic Dynasties	Star Gazers	Beast Creators	Science Champion
		including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	and ranked, and be discerning in evaluating digital content	of input and output	offer for communication and collaboration	collecting, analysing, evaluating and presenting data and information
Main Project	**ID Curriculum Driver**	**Alchemy Island Music**	**Dynamic Dynasties**	**Star Gazers**	**Beast Creators**	**Science Champion**
Curriculum driver	**Science**	**Music**	**History**	**Science**	**Science**	**PE**
Y5/6 Cycle A	**Online Safety** use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	**Game Creator** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	**Y5 Databases** Ks2 – 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 that accomplish given goals, including collecting, analysing, evaluating	**Coding** use sequence, selection, and repetition in programs, work with variables and various forms of input and output	**3D modelling** use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	**Concept Maps** use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

			and presenting data and information			
Main Project	**Time Traveller**	**Gallery Rebels**	**Off with her Head**	**Frozen Kingdom**	**Darwin's Delights**	**Blood Heart**
Curriculum driver	**Science**	**Music**	**History**	**Science**	**Science**	**Science**
5/6 Cycle B	**Online Safety** use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	**Text adventures** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	**Networks** understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	**Coding** use sequence, selection, and repetition in programs, work with variables and various forms of input and output	**Blogging** 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 that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Binary** use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs