



Computing Long Term Planning



'Our' Place in 'Our' World

Aspiring Entrepreneurs

Inquisitive Investigators

Healthy and Happy Living

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
FS	<p><i>In the Foundation Stage, computational thinking is developed through the curriculum and teaching of other 'subjects'. Allowing children the opportunities to develop their Characteristics of Effective Learning ensures children are building personal characteristics to enable them to be early computer scientists. Teachers are aware of the Key Stage 1 curriculum to enable children to develop skills that will allow them to progress in Computing as they move through school. Whilst Technology is no longer listed in Development Matters we still ensure children are developing their use of technology and develop stepping stone skills eg. through understanding of order (algorithms) when learning about rhymes/poems, story and time; through use of email to send resources between staff; through use of 'cctv footage' of the reindeers in the classroom at Christmas and a range of devices not limited to the interactive display screen, floor robots, torches, metal detectors.</i></p>					
	<p><i>In the Foundation Stage, computational thinking is developed through the curriculum and teaching of other 'subjects'. Allowing children the opportunities to develop their Characteristics of Effective Learning ensures children are building personal characteristics to enable them to be early computer scientists. Listed above are a few ways, each half term, children receive teaching that will allow them to progress in Computing as they move through school.</i></p>					
Y1	Technology around us (1.1)	Moving a robot (1.3)	Digital Painting (1.2)	Digital Writing (1.5)	Grouping Data (1.4)	Programming Animations (1.6)
Y2	Digital Photography (2.2)	Information technology around us (2.1)	Robot Algorithms (2.3)	Pictograms (2.4)	Making Music (2.5)	Programming quizzes (2.6)
Y3	Connecting Computers (3.1)	Stop Frame Animation (3.2)	Sequencing Sounds (3.3)	Branching Databases (3.4)	Desktop Publishing (3.5)	Events and actions in program (3.6)
Y4	Repetition in Shapes (4.3)	Data logging (4.4)	The internet (4.1)	Audio Editing (4.2)	Photo Editing (4.5)	Repetition in Games (4.6)
Y5	Sharing Information (5.1)	Video Editing (5.2)	Flat-file Databases (5.4)	Selection in Physical Computing (5.3)	Vector Drawing (5.5)	Selection in quizzes (5.6)
Y6	Internet Communication (6.1)	Webpage creation (6.2)	Variables in games (6.3)	Introduction to spreadsheets (6.4)	3D modelling (6.5)	Sensing (6.6)
	x.1 Computing Systems and Networks	x.2 Creating media	x.3 Programming A	x.4 Data and Information	x.5 Creating Media	x.6 Programming B