

## Computing-Long Term Plan

	A1	A2	Sp1	Sp2	S1	S2
EYFS	Become familiar with technology and its uses Begin to understand how to safely use device and who to seek support from		Access, understand and interact with a range of technology Change colour and pen size when drawing digital images		Give reasons why we need to stay safe online Explore using Bee-Bots and QR codes Type their name using a laptop	
Y1	Data and information – grouping data Logging on and basic computer literacy	Creating media – digital painting	Programming A – moving a robot	Computing systems and networks – Technology around us	Creating media – digital writing	Programming B – programming animations
Y2	Computing systems and networks – IT around us	Creating media – digital photography	Data and information – pictograms	Programming A – robot algorithms	Creating media – digital music	Programming B – programming quizzes
Y3	Computing systems and networks – connecting computers	Creating media – stop-frame animation	Sequencing - Algorithms	Data and information – branching databases	Creating media – desktop publishing	Programming B – Events and actions in programs
Y4	Computing systems and networks – The internet	Creating media – photo editing	Creating media – Audio production	Programming A – repetition in shapes	Programming B – Repetition in games	Data and information – Data logging
Y5	Computing systems and networks – systems and searching	Creating media – video production	Data and information – flat-file databases	Creating media – introduction to vector graphics	Selection and conditionals	Programming B – selection in quizzes
Y6	Computing systems and networks – communication and collaboration	Creating media – web page	Programming A – Variables in games	Data and information Spreadsheets	Programming B – Sensing Movement (Micro:Bits)	

**E-Safety** – At St Margaret's, this is taught half termly with additional sessions if and when the class teacher or DSL feels it is beneficial. We use Project Evolve as our curriculum scheme and make use of the Knowledge Maps feature to ascertain the learning objectives for each individual class. This ensures the children in each class cover the areas associated with E-safety that they need support with and not a generalized one size fits all approach. We use the National Curriculum Objectives as our overall aim for what we would like children to know and be able to do regarding E-safety by the time they leave in Year 6. This is to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.