



St. John's CE Primary School

Computing Long Term Plan.

QEGSMAT

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	SMART RULES. PROJECT EVOLVE. COMPUTATIONAL THINKING – BAREFOOT COMPUTING.					
Year 1	COMPUTING SYSTEMS AND NETWORKS Technology around us	CREATING MEDIA Digital Painting	CREATING MEDIA Digital writing	DATA AND INFORMATION Grouping data	PROGRAMMING A Moving a robot	PROGRAMMING B Introduction to animation
Year 2	COMPUTING SYSTEMS AND NETWORKS Information technology around us	CREATING MEDIA Digital photography	CREATING MEDIA Making music	DATA AND INFORMATION Pictograms	PROGRAMMING A Robot algorithms	PROGRAMMING B Introduction to quizzes
Year 3	COMPUTING SYSTEMS AND NETWORKS Connecting Computers	CREATING MEDIA Stop frame animation	CREATING MEDIA Desktop publishing	DATA AND INFORMATION Branching databases	PROGRAMMING A Sequence in music	PROGRAMMING B Events and actions
Year 4	COMPUTING SYSTEMS AND NETWORKS The internet	CREATING MEDIA Audio editing	CREATING MEDIA Photo editing	DATA AND INFORMATION Data logging	PROGRAMMING A Repetition in shapes	PROGRAMMING B Repetition in games
Year 5	COMPUTING SYSTEMS AND NETWORKS Sharing information	CREATING MEDIA Video editing	CREATING MEDIA Vector drawing	DATA AND INFORMATION Flat-file databases	PROGRAMMING A Selection in physical computing	PROGRAMMING B Selection in quizzes
Year 6	COMPUTING SYSTEMS AND NETWORKS Communication	CREATING MEDIA Web page creation	CREATING MEDIA 3D modelling	DATA AND INFORMATION Spreadsheets	PROGRAMMING A Variables in games	PROGRAMMING B Sensing

At the start of each new academic year, the children will undertake a lesson on SMART rules.

At the start of each new term, the children will complete a knowledge map to enable staff to plan additional lessons related to online behaviour and internet safety for that term.



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