






Topics to be covered by each year group

Year group	Autumn Term		Spring Term		Summer Term	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	<p>Despite computing not being explicitly mentioned within the Early Years Foundation Stage (EYFS) statutory framework, which focuses on the learning and development of children from birth to age five, there are many opportunities for young children to use technology to solve problems and produce creative outcomes. In particular, many areas of the framework provide opportunities for pupils to develop their ability to use computational thinking effectively, such as through undertaking projects involving the concepts and approaches suggested in the following long term plan.</p>					
<p>Year 1</p>  <p>Digital Literacy</p>  <p>Computer Science</p>  <p>Information Technology</p>	<p><u>Unit 1.1 Online Safety</u></p> <p>Safe Logins</p> <p>Saving and restoring work</p> <p>Searching to find resources</p> <p>Adding pictures and text to documents.</p> <p>Opening, saving and printing.</p> <p><u>Unit 1.3 Pictograms</u></p> <p>Representing data in picture format</p> <p>Contribute to a class pictogram.</p> <p>Using a pictogram to record the results of an experiment.</p> <p>Curriculum Links - Maths</p> <p>Can be taught unplugged (away from computer)</p>	<p><u>Coding Unit 1.4 Lego Builders</u></p> <p>Compare the effects of adhering strictly to instructions (Unplugged)</p> <p>Follow and create simple instructions on the computer.</p> <p>Can be taught unplugged (away from computer)</p> <p><u>Maze Explorers Unit 1.5</u></p> <p>Using directional keys, creating and debugging simple algorithms.</p> <p><u>Animated Stories Unit 1.6</u></p> <p>Animations and animated story books.</p> <p>Creating digital art and animations.</p>	<p><u>Coding Unit 1.7</u></p> <p>Code and make a computer program. Objects, actions, events.</p> <p><u>Spreadsheets Unit 1.8</u></p> <p>Entering data into a spreadsheet, using clipart in cells. Locking and moving cells.</p> <p>Curriculum Links - Maths</p> <p><u>Technology Outside School Unit 1.9</u></p> <p><u>Exploring technology in the local community and outside of school.</u></p> <p>Can be taught unplugged (away from computer)</p>			

<p>Year 2</p>  <p>Digital Literacy</p>  <p>Computer Science</p>  <p>Information Technology</p>	<p><u>Coding Unit 2.1</u></p> <p>Algorithms, collision detection, timers, properties of objects, events, functions, debugging. Across a range of programs (2code and Scratch recommended).</p> <p><u>Online Safety 2.2</u></p> <p>Refining searches, sharing and communicating locally, sharing globally via the internet, email as a communication tool, digital footprints, personal data and keeping hardware secure.</p>	<p><u>Spreadsheets Unit 2.3</u></p> <p>Lock, move cells, use count tools, copy and paste, use totalling tools, money calculations, check calculations, collect data and produce a graph.</p> <p>Curriculum Links - Maths</p> <p><u>Questioning Unit 2.4</u></p> <p>Data handling tools, binary trees, binary tree databases, using a database to answer more complex search questions, using search to find information.</p> <p>Curriculum Links - Maths</p>	<p><u>Effective Searching Unit 2.5</u></p> <p>Terminology associated with searching, searching on the internet safely.</p> <p><u>Presenting Ideas Unit 2.8</u></p> <p>Creating an animated story, fact-file, presentations to the class.</p> <p>Curriculum Links - English</p>
<p>Year 3</p>	<p><u>Coding Unit 3.1</u></p> <p>Flowcharts to plan programs, timers, repeat commands, nesting functions, creating interactive scenes, using a variety of programs and languages (2Code and Scratch recommended).</p> <p>Additional unplugged lessons available.</p>	<p><u>Spreadsheets Unit 3.3</u></p> <p>More than, less than and equal to symbols, collecting data and producing graphs, cell references.</p> <p>Curriculum Links - Maths</p> <p><u>Touch Typing Unit 3.4</u></p> <p>Typing terminology, posture, home, top and bottom row keys, typing with left and right hand.</p> <p>Curriculum Links - English</p>	<p><u>Branching Databases Unit 3.6</u></p> <p>Sort objects using just yes or no, create own branching databases.</p> <p>Curriculum Links - Science: Identifying and classifying</p> <p><u>Simulations Unit 3.7</u></p> <p>Create, analyse and evaluate simulations.</p>

 <p>Digital Literacy</p>  <p>Computer Science</p>  <p>Information Technology</p>	<p><u>Online Safety 3.2</u></p> <p>Safe passwords, using the internet for communication, blogging to wider audience, reliability of websites, age restrictions on digital media and devices.</p>	<p><u>Email Unit 3.5</u></p> <p>Explore methods of communication, open and respond to an email, use email safely, add an attachment.</p>	<p><u>Presenting Unit 3.9</u></p> <p>Adding slides to presentations, adding media to presentations, formatting text, adding shapes and lines.</p> <p>Curriculum Links - English</p>
<p>Year 4</p>  <p>Digital Literacy</p>  <p>Computer Science</p>  <p>Information Technology</p>	<p><u>Coding Unit 4.1</u></p> <p>Selecting in programming, IF statements, co-ordinates, repeat until, IF/ELSE, variables, number variables, game design using a variety of programs (2Code and Scratch recommended).</p> <p><u>Online Safety Unit 4.2</u></p> <p>Identity theft, digital footprints, plagiarism, influences of technology on health and the environment and balancing screen time.</p>	<p><u>Spreadsheets Unit 4.3</u></p> <p>Formatting cells for currency, percentage, decimal to different decimal places or fraction. Calculating averages using a wizard. To make calculations in a cell.</p> <p>Curriculum Links - Maths</p> <p><u>Logo Unit 4.5</u></p> <p>Coding language in logo, inputting simple instructions, creating shapes, repeat functions and using and building procedures.</p>	<p><u>Animation Unit 4.6</u></p> <p>Hand drawn animations, stop motion and animating on a computer.</p> <p>Curriculum Links - Art and Design</p> <p><u>Hardware investigators Unit 4.8</u></p> <p>Investigating the different parts of a computer including: motherboards, CPU, RAM, graphics card, network cards, monitors, speakers, keyboards and mouse.</p> <p>Can be taught unplugged (away from computer)</p>

<p>Year 5</p>  <p>Digital Literacy</p>  <p>Computer Science</p>  <p>Information Technology</p>	<p><u>Coding: Unit 5.1</u></p> <p>Simplifying code, game design, simulations, decomposition, abstractions, friction in code, functions and variables. Using a variety of programs (2code)</p> <p><u>Online Safety: 5.2</u></p> <p>Impact of sharing digital content, maintaining secure passwords, appropriate and inappropriate texts, how to reference sources in their work, reliability of sources, reliability of methods of communication.</p>	<p><u>Spreadsheets 5.3</u></p> <p>Formulae to convert measurements of length and distance, modelling real life problems, calculate the area and perimeter of shapes and formulae for text variables.</p> <p>Curriculum Links - Maths</p> <p><u>Game Creator 5.5</u></p> <p>Plan, design and create a game. Finish and share a game. To self and peer evaluate.</p>	<p><u>3D Modelling: Unit 5.6</u></p> <p>Computer aided design, designing a 3D model to fit certain criteria, refining and printing a model.</p> <p>Curriculum Links - Design and technology</p> <p><u>Word Processing 5.8</u></p> <p>Add and edit images, word wrap, change the look of text, add features to enhance its look and usability, use tables within MS Word, templates and page layout including heading and columns.</p> <p>Curriculum Links - Maths</p>
<p>Year 6</p>	<p><u>Coding: 6.1</u></p> <p>To design a playable game with a timer and score, plan and use variables, functions, flowcharts, simulations, input used in a program, text-adventure games.</p> <p><u>Online Safety: 6.2</u></p> <p>Benefits and risks of mobile devices, privacy seals of approval, personal information.</p>	<p><u>Spreadsheets 6.3</u></p> <p>Use probability and calculate for events.</p> <p>Curriculum Links - Maths</p> <p><u>Text Adventures 6.5</u></p> <p>To find out what a text adventure is and plan a story and adventure.</p> <p>Curriculum Links - English</p>	<p><u>Networks 6.6</u></p> <p>Learn about what the internet consists of, LAN and WAN, how is internet accessed in school,</p> <p><u>Binary: 6.8</u></p> <p>To understand that 0s and 1s are used in machine language.</p> <p>Curriculum Links - Maths</p>



Digital Literacy



Computer Science



Information Technology

Excellence without compromise