

Computing Long Term Plan

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Online Safety
Continuous through EYFS	Children in EYFS are supported to gain skills and knowledge in preparation for the Computing curriculum in Year 1. Below are key teaching points which are taught in EYFS across all 7 areas of learning to support preparation for Year 1 Computing. These are mainly taught through access to continuous provision and some direct adult led teaching where appropriate.						
Foundation 1		Shows an interest in technological toys.		To be able to use the interactive white board with support To be able to use the interactive white board independently	-To be able to use the interactive white board independently to complete a simple familiar program -To be able to use the interactive white board independently to complete an unfamiliar program Shows an interest in technological toys Knows how to operate simple equipment	To explore everyday technology in play e.g. phones and cameras Use everyday technology correctly in play e.g. phones, cameras Shows an interest in technological toys	Safer Internet Day/Week Tuesday 11 Feb 2025
Foundation 2	To use everyday technology in play e.g. phones and cameras To know that we can use the internet to find information	To photograph a piece of work in class e.g. Photograph a modal we have made	To explore technology such as beebots and mechanical toys To explain the different uses of technology e.g. phones, cameras	To look for information on google with an adult	To begin to use a mouse to complete a simple ICT programme	To use a mouse and complete a simple game on the computer	Safer Internet Day/Week Tuesday 11 Feb 2025
	Programming – All about instructions	Computer systems & networks -Explore hardware	Programming -Beebots (Adult Supported)	Data Handling -Introduction to data (Adult Supported)	FS2 to Year 1		

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		(Adult supported)					
Year 1	Computing systems and networks Improving mouse skills	Programming Algorithms unplugged	Online Safety Using the internet	Programming Bee-Bots	Creating Media Digital Imagery – Microsoft Office 365	Data Handling Introduction to Data	Safer Internet Day/Week
Year 2	Computing systems and networks What is a computer?	Programming Algorithms & Debugging	Online safety Permission	Programming Programming – Scratch Jr	Creating Media Stop Motion	Computing systems and network Word Processing - Microsoft Office 365	Safer Internet Day/Week
Year 3	Computing systems and network Journey inside a computer	Programming Programming: Scratch	Online safety Opinion or belief?	Computing systems and networks Emailing - Microsoft Office 365	Creating Media Video Trailers – Using iPads	Data Handling Comparison cards databases - Microsoft Office 365	Safer Internet Day/Week
Year 4	Computing systems and networks The Internet	Programming Further coding with Scratch: Microsoft Office 365	Online Safety What happens when I search online?	Creating Media Website Design - Microsoft Office 365	Programming Computational Thinking	Data Handling Creating Data	Safer Internet Day/Week
Year 5	Computing systems and networks Search Engines - Microsoft Office 365	Programming Programming Music: Scratch	Online Safety Online Apps	Data Handling Mars Rover 1	Programming Lego	Creating Media Stop motion animation	Safer Internet Day/Week
Year 6	Computing systems and networks Bletchley Park - Microsoft Office 365	Programming Intro into Micro:bit	Online Safety Issues online	Data Handling Big Data 1	Creating Media History of Computers - Microsoft Office 365	Data Handling Big Data 2	Safer Internet Day/Week