

Computing long-term plan

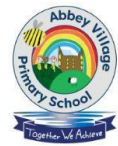
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Sunnyhurst Cycle A	Graphics and sound Making Moving Images		Programming- including use in the home - including unplugged activities		Text and images- Spreadsheets	
	<ul style="list-style-type: none"> • Create moving pictures with sound • Animated story books • Use apps to complete educational games. 		<ul style="list-style-type: none"> • Use Beebot and understand how devices use specific instructions. • Make sets of simple instructions for others to follow. • Correct obvious errors (debug).- algorithms • Uses of programming in real life • How items in the home use programming e.g. microwave, alarm clock etc 		<ul style="list-style-type: none"> • Understand and use technology as a presentation tool to support their work in a subject such as science. • Use digital images and text. 	
Programme	2 create a story - Purple Mash 2 Animate - Purple Mash		Scratch Junior BBC Bitesize - Debugging Discovery Coding		2 Calculate- Purple Mash	
Online Safety Element	Self-Image and Identity (4-7)		Online Relationships and Reputation (4-7)		Managing Online Information (4-7)	
Sunnyhurst Cycle B	Data Handling Grouping and Sorting		Digital research		Programming	
Online Safety is taught each half term	<ul style="list-style-type: none"> • Collect data, favourite colour, fruit etc • Create pictograms and graphs to represent the data 		<ul style="list-style-type: none"> • Gather information for a topic of work. • Use search engines to find information. • How to safely navigate the internet. 		<ul style="list-style-type: none"> • Basic coding - what is coding and how do I do it? 	
Programme	2 Count - Purple Mash 2 Graph - Purple Mash				2 Code - Purple Mash- Unit 1.7 / 2.1 Discovery Coding	
Online Safety Element	Health, Wellbeing and Lifestyle (4-7)		Privacy and Security (4-7)		Copyright and Ownership (4-7)	

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Anglezarke Cycle A	Programming Data handling		Text, images, video, and animation Graphics		Programming including Technology in the wider world	
Online Safety is taught each half term	<ul style="list-style-type: none"> Programmable toys Graphs and data bases <i>Flowcharts, Timers, 'if' statements,</i> 		<ul style="list-style-type: none"> Presenting information for an audience Creating art- select and combine images Creating Folders - Saving Work 		<ul style="list-style-type: none"> Uses of programming in real life e.g. libraries, factories etc Create and debug program <i>Co-ordinates, Code, Testing and Debug and Design, Test and Debug</i> 	
Programme	Scratch To Code Discovery Coding		2 Paint a Picture Various		2 Code Discovery Coding	
Online Safety Element	Self-Image and Identity (7-9)		Online Relationships and Reputation (7-9)		Online Bullying (7-9)	
Anglezarke Cycle B	Text images and graphics – simulation and modelling		Sound Electronic communication		Digital research	
Online Safety is taught each half term	<ul style="list-style-type: none"> Combining graphics and text Newspaper reports Explore the effects of changing variables in models and simulations Augmented reality 		<ul style="list-style-type: none"> Creating animation and sound Reports via email or network- how to send an email 		<ul style="list-style-type: none"> Database and internet searches Validity of sources Advanced Searches - images and text Page ranking - Google 	
Programme	Microsoft Word To Publish		2 animate		Project Evolve BBC Bitesize Google	
Online Safety Element	Managing Online Information (7-9)		Health, Wellbeing and Lifestyle (7-9)		Privacy and Security / Copyright and Ownership (7-9)	

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<u>Roddlesworth</u>	Creating media		Programming and Coding		Networking	
Cycle A						
Online Safety is taught each half term	<ul style="list-style-type: none"> ▪ Web page creation • Collaboration – sharing work • Hyperlinks • Blogging 		<ul style="list-style-type: none"> • Repeat Until and ‘if/else’ statements • Number Variables, Design and make an interactive scene • Make a playable game 		<ul style="list-style-type: none"> • What is the internet? • Bias and point of view • Validity of sources and information 	
Programme	School Website 2 Blog 2 Connect		Scratch Unplugged use of ICT To Code Y4,5,6 Discovery Coding/ Python		BBC Bitesize	
Online Safety Element	Self-Image and Identity (9-11)		Online Relationships (9-11)		Online Reputation (9-11)	
<u>Roddlesworth</u>	Data handling		Media- APPS		Input and Outputs	
Cycle B						
Online Safety is taught each half term	<ul style="list-style-type: none"> • Designing a spreadsheet for a specific purpose. Link to other topic area e.g. maths or science. 		<ul style="list-style-type: none"> • Use and combine a variety of software and devices with increasing independence. • Creating an advert/ logo 		<ul style="list-style-type: none"> • Understanding simple binary 	
Programme	Excel Google Sheets 2 Calculate		MS Word Google Documents Discovery HTML		2 Code 2 Connect 2 Question (Binary Databases) BBC Bitesize PC Computer Discovery Coding/ Python	
Online Safety Element	Online Bullying (9-11)		Managing Online Information (9-11)		Health, Wellbeing and Lifestyle (9-11)	



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Roddlesworth	Programming– stop motion		Create a game– sound and image		Data Handling	
Cycle C						
Online Safety is taught each half term	<ul style="list-style-type: none"> Use a variety of software, on a range of digital devices, to design and create content that accomplish given goals in the context of stop motion animation using a webcam or digital camera and associated software. 		<ul style="list-style-type: none"> Move and edit blocks as part of an algorithm Program an algorithm as a sequence of game instructions with actions and consequences. Add additional effects and features, such as sound or point scoring, to enhance the appeal of a game 		<ul style="list-style-type: none"> Graphing – using and creating data and formulae Select and use the most appropriate method to organize, present, analyse and interpret data. 	
Programme	Webcam Digital Camera I Movie		2 DIY 3D Discovery– Python/ HTML		Excel or Google Sheets	
Online Safety Element	Privacy and Security (9–11)		Copyright and Ownership (9–11)		Online Bullying (9–11)	

NB: We use the Education for a Connected World Framework for teaching online safety [Education for a Connected World \(publishing.service.gov.uk\)](https://www.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/61222/education_for_a_connected_world_framework.pdf)

This is also taught through PSHE sessions, assemblies and themed weeks / days e.g. Safer Internet Day