

Computing Long Term Plan

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>iAlgorithm Introducing algorithms as a set of instructions. Activities are mainly unplugged 6 weeks</p>	<p>iProgram- 1 Introduction to Scratch 6 weeks</p>	<p>iProgram Developing computational thinking and programming animations with Scratch 6 weeks</p>	<p>iProgram – 1 Developing computational thinking and creating programs with Scratch 5 weeks</p>	<p>iProgram – 1 Developing computational thinking and programming animations with Scratch 6 weeks</p>	<p>iProgram – 1 Designing and developing programs with Scratch 6 weeks</p>
<p>iModel Explore how computer models work. 4-5 weeks</p>	<p>iSearch Learning how to use the internet to find answers to questions and also learning the importance of verifying the accuracy of information 5-6 weeks</p>	<p>iSimulate Exploring computer simulations, investigating options and testing predictions 5 weeks</p>	<p>iData Exploring data representation with databases 5-6 weeks</p>	<p>iDraw Vector drawing Exploring how images are made from shapes and lines. 5-6 weeks</p>	<p>iNetwork Networks, data representation, HTML/CSS 6 weeks</p>
<p>iDraw Explore and develop skills using digital tools to create and edit graphical art. 5 weeks</p>	<p>iAnimate Exploring stop frame animation through story telling Creating narratives and combining them with images to make animated scenes 6 weeks</p>	<p>iNetwork Exploring networks and learning how digital devices are connected together to form them 4 weeks</p>	<p>iAnimate Combining narrative and artwork to create computer animations 5 weeks</p>	<p>iCrypto Cryptography Exploring data encryption 6 Weeks</p>	<p>iData Introducing Spreadsheets 5-6 weeks</p>
<p>iProgram – 1 Introducing simple programming with physical and virtual toys. 5-6 weeks</p>	<p>iPub Research advances in technology and present findings via interactive eBooks 6 weeks</p>	<p>iData Exploring databases to find information out and add records 5 weeks</p>	<p>iMail Sending and receiving email safely and responsibly 5 weeks</p>	<p>iWeb Exploring web design and construction 6 weeks</p>	<p>iApp – 1 Designing and developing apps with Bitsbox 6 weeks</p>

<p>iWrite Learning how to enter and print text, save and retrieve work. 4 weeks</p>	<p>iBlog Develop writing and digital literacy skills to craft posts and address questions 6 weeks</p>	<p>iConnect Learning about the internet and World Wide Web 6 weeks</p>	<p>iProgram – 2 Developing computational thinking and programming skills to investigate angles and navigate mazes 6 weeks</p>	<p>iProgram – 2 Developing computational thinking and programming with Kodu 8 weeks</p>	<p>iProgram – 2 Designing and developing 3D animations 6 weeks</p>
<p>iData Learning how to collect, organise and represent data using digital graphing tools. <u>May be more appropriate to teach alongside maths lessons</u> 4-5 weeks</p>	<p>iDo Mail Develop reading, writing and digital literacy skills by reading and composing emails 3-4 weeks</p>	<p>iPodcast Creating and editing audio podcasts 6 weeks</p>	<p>iProgram – 3 Solving puzzles with LightBot 2 weeks iDo/WeDo Programming and robotics with Scratch & LEGO 4 weeks</p>	<p>iModel Exploring 3D digital modelling. Designing and constructing 3D models 6 weeks</p>	<p>iModel Introducing 3D computing modelling 6 weeks</p>
<p>iProgram – 2 Using Scratch.Jr to design and program animated stories 6 weeks</p>	<p>iProgram – 2 Explore coding and computational thinking practices using technology as a tool and learning with Scratch Jr. 6 weeks</p>				<p>iApp – 2 Designing and developing apps with App inventor 6 weeks Post SATs project</p>
<p><i>iSafe units taught throughout the year 1st lesson of each half term</i></p>					