

### Computing Long Term Plan

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

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