

Computing Long Term Plan

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EYFS

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
Year A + B	Computing systems and networks Using a computer	Programming 1 All about instructions	Programming 2 Exploring hardware	Data handling Introduction to data (4 lessons: 1-4 only)	N/A
Key Stage 1					
Year A	Computing systems and networks Improving mouse skills	Programming 1 Commands unplugged	Creating media: Digital imagery	Programming 2: Bee-Bots	Online safety Online safety Y1 (All 4 lessons)
Year B	Computing Systems and Networks 1: What is a computer?	Programming 1: Algoritms and debugging	Data Handling: International Space Station	Programming 2: Make Code	Online safety Online safety Y2 (4 lessons: Teach all five by combining lessons 3 and 4)
Key Stage 2					
Year A	Computing systems and networks 1: Networks	Computing systems and networks 3 Journey inside a computer	Creating media Video trailers (Using devices other than iPads)	Programming Programming: Scratch	Online safety Online safety Y3
Year B	Computing systems and networks Collaborative learning: Google	Programming 1 Further coding with Scratch: Google	Data Handling Investigating weather	N/A	Online safety Online safety Y4
Year C	Computing systems and networks Search engines: Google	Data Handling Mars Rover 1	Creating media Stop motion animation: Stop Motion Studio	N/A	Online safety Online safety Y5
Year D	Computing systems and networks Bletchley Park	Data Handling Big data 1	Computing systems and networks: Exploring AI	Programming Exploring Python	Online safety Online safety Y6