Computing Long term plan Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Robins (YR)	**Mouse and trackpad skill.** Children will learn how to use the mouse to drag and drop and then progress this on to a track pad.	**What is technology?** Understanding how and why we use technology and how it helps us. Using online games to support this.	**Typing skills** Children to learn how to log on to a laptop and become familiar with using a keyboard. Linking with phonics.		**Photography** using iPads to take photos of their learning environment	**Programming Bee bots** making a bee bot move to a point by giving it the correct instructions
Puffins (Y1/2)	**Tech Around Us** children to become familiar with the different components of a computer and also start to consider how to use technology responsibly.	**Digital Painting** Children will be exploring how to create digital art and taking inspiration from other artists	**Moving A Robot** Children will be looking at giving commands to floor robots at debugging issues.	**Grouping Data** Children will be counting and sorting objects into groups and input these into charts. They will be able to answer questioning using this information.	**Digital Writing** Learners will familiarise themselves with typing on a keyboard and begin using tools to change the look of their writing.	**Programming** Animation Using scratch learners will explore the way a project looks by investigating sprites and backgrounds
Kingfishers (Y2/3)	**Connecting Computers** Gain an understanding of inputs and outputs and how these relate to computer networks and infrastructure	**Stop Frame Animation** Using iPads to create a story based animation.	**Sequencing Sounds** Programming through scratch different sounds with the aim to make their own piano.	**Branching Databases** understand what a database is and how to sort information into data bases	**Desktop Publishing** understand how to use text, image and templates to make a magazine cover	**Micro bits coding** children will understand the basic uses of a micro bits and learn how to code different
Sparrowhawks (Y3/4)	**The Internet** Children will gain an understanding of what the internet is and how to use it safely	**Micro bits coding** Pupils will look at the elements of coding with micro bits an inputting data and problem solving	**Repetition in shape** Pupils will create programs by planning, modifying, and testing commands to create shapes and patterns	**Data logging** Pupils will collect data as well as access data captured over long periods of time. Pupils will spend time using a computer to review and analyse data.	**Desktop publishing** They will use desktop publishing software and consider careful choices of font size, colour and type to edit and improve premade documents.	**Repetition in games** Learners look at the difference between count-controlled and infinite loops, and modify existing animations and games using repetition.

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Housemartins (Y5/6)	**Systems And Searching** Pupils develop their understanding of computer systems and how information is transferred between systems and devices.	**Web Page Creation** Learners identify what makes a good web page and use this information to design and evaluate their own website using Google Sites.	**Physical Computing Micro Bits** Pupils will build on their knowledge of programming using the Micro Bits to collect data.	**Spreadsheets** Learners will be taught the importance of formatting data to support calculations, while also being introduced to formulas.	**Vector Graphics** They learn how to use different drawing tools to help them create images.	**Sensing Movement** Children bring together their knowledge of variables and repetition to make a step counter