Churchside Federation Long Term Planning
Subject: Computing 2020-2021

Year Group	Journeys	This is me	Night at the Museum	Metamorphosis/ Changes	Kings and Queens	Passport to the world
EYFS	*Knows how to operate simple equipment e.g. turns on CD player and uses remote control. * Knows that information can be retrieved from computers. *Completes a simple program on a computer. *Uses ICT hardware to interact with age-appropriate computer software. *Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. *Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. Early Learning Goal: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.					
KS1 (Year one and two)	Co2/1.1 understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Co2/1.2 create and debug simple programs Co2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	Co2/1.5 recognise common uses of information technology beyond school Co2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	Co2/1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content Co2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	Co2/1.1 understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Co2/1.2 create and debug simple programs Co2/1.3 use logical reasoning to predict the behaviour of simple programs Co2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	Co2/1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content Co2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	Co2/1.5 recognise common uses of information technology beyond school Co2/1.3 use logical reasoning to predict the behaviour of simple programs Co2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies

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Year Three	Unit 3.1 Coding	Unit 3.4 Touch typing	Unit 3.2 Online safety	Unit 3.3 Spreadsheets Unit 3.8 Graphing	Unit 3.7 Simulations	Unit 3.6 Branching Databases
	Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. ## Unit 3.5 Email Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. ## To complete research for our theme online. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Year four	Unit 4.2 Online Safety (4 weeks) Use technology safely, respectfully and	Unit 4.1 Coding (4 weeks)	Unit 4.5 Logo (1 week)	Unit 4.3 Spreadsheets (5 weeks)	Unit 4.7 Effective Searching (3 weeks)	Unit 4.9 Making Music (4 weeks) Select, use and combine a variety of software (including

	responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. **Unit 4.1 Coding (2 weeks)** Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	**Unit 4.5 Logo (3weeks)** Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	**Unit 4.4 Writing for different purposes (5 weeks)** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration. **Unit 4.6 Animation (3 weeks)** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Year five	**Unit 5.1 Coding (6 weeks)** Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve	**Unit 5.2 Online Safety (3 weeks)** Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable	**Unit 5.3 Spreadsheets (2 weeks)** Select, use and combine a variety of software (including internet services) on a range of	**Unit 5.5 Game Creator (5 weeks)** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a	**Unit 5.6 3D Modelling (4 weeks)** Select, use and combine a variety of software (including internet services) on a range of	**Unit 5.7 Concept Maps (1 week)** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of

	problems by decomposing them into smaller parts.

Use sequence, selection and repetition in programs; work with variables and various forms of input and output.

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. | behaviour; identify a range of ways to report concerns about content and contact.

Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.

Unit 5.3 Spreadsheets (4 weeks)

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. | digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Unit 5.4 Databases (4 weeks)

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. | range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. | digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Unit 5.7 Concept Maps (3 weeks)

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. | programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. |
| **Year Six** | Online Safety Unit 6.2

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range | Unit 6.3 Spreadsheets (3 weeks)

Select, use and combine a variety of software (including internet services) on a range of | Unit 6.1 Coding (6 weeks)

Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve | Unit 6.8 Binary (4 weeks)

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems | Unit 6.7 quizzing (6 weeks)

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of | Unit 6.5 Text Adventures (4 weeks)

Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve |

	of ways to report concerns about content and contact. Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration. ## Unit 6.4 Blogging (4 weeks) Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. ## Unit 6.3 Spreadsheets (2 weeks) Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. ## Unit 6.6 networks (3 weeks) Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

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Events:
Safer Internet Day – February 2nd