Churchside Federation Long Term Planning
Subject: Computing 2020-2021 (Summer adapted)

Year Group	Kings and Queens	Passport to the world	Notes – revisit or covered elsewhere
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)	Co2/1.2　create and debug simple programs 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	No need to revisit creating and debugging programmes, coding taught in subsequent year groups.
Year Three	Unit 3.7 Simulations 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.	Unit 3.6 Branching Databases 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.	No need to revisit spreadsheets; this is covered in year 4, 5 and 6. Graphing to be revisited as not covered explicitly again. Online safety to be covered.

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		Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.		
Year four		Unit 4.7 Effective Searching (3 weeks) 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.	Unit 4.5 Logo (1 week) Unit 4.9 Making Music (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.	Revisit Logo unit Summer 2.
Year five		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 range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Unit 5.6 3D Modelling (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,	Unit 5.6 3D Modelling (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. Unit 5.7 Concept Maps (4 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 programs, systems and content that accomplish given goals,	Increased Summer 2 learning from a 1 week unit to 6 weeks of learning to fit game creating in.

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	including collecting, analysing, evaluating and presenting data and information.	including collecting, analysing, evaluating and presenting data and information.	
Year Six (Kestrels)	Unit 6.1 Coding (3 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 6.7 quizzing (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.	Unit 6.7 quizzing (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. Unit 6.5 Text Adventures (4 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. 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.	Revisit coding first part of Summer 1.

Churchside Federation Long Term Planning
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Year Six (Sycamore)	Unit 6.1 Coding (3 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 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 and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Unit 6.5 Text Adventures (4 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. 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.	Revisit coding first part of Summer 1.