Computing Long Term Plan

Key Stage 1			
National Curriculum	Pupils should be taught to: • understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs • use technology purposefully to create, organise, store, manipulate and retrieve digital content • recognise common uses of information technology beyond school • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		
	Cycle 1	**Cycle 2**	**Cycle 3**	**Cycle 4**
Year 1	Online Safety / Computer Skills	Word Processing Skills / Painting	Programming Toys/ Programming with ScratchJr	Using and Applying
Year 2	Online Safety / Using the Internet	Computer Art	Preparing for Turtle Logo / Programming Turtle Logo and Scratch	Presentation Skills/ Using and Applying

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Key Stage 2				
National Curriculum	Pupils should be taught to: • Design, write and debug programs that accomplish specific goals, including controlling or simulating 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 • 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 • 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 • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			
	Cycle 1	**Cycle 2**	**Cycle 3**	**Cycle 4**
Year 3	Online Safety / Internet Research and Communication	Drawing and Desktop Publishing /Presentation Skills	Programming Turtle Logo and Scratch	Word Processing/ Using and Applying Skills
Year 4	Online Safety	Animation	Programming Turtle Logo / Scratch Questions and Quizes	Word Processing / Using and Applying Skills
Year 5	Online Safety	3D Modelling: Sketch Up	Scratch 3.0 Developing Games	Using and Applying / Flowol
Year 6	Online Safety / Scratch: Animated Stories	Film Making	Kodu Programming	Using and Applying / Spreadsheets