



Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Set up continuous provision in your classroom	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data
Year 1	Computing systems and networks: Improving mouse skills	Programming 1: Commands unplugged	Computing systems and networks 2: Skills showcase: Rocket to the moon	Programming 2: Bee-Bots	Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: Option 1: Programming 2: MakeCode	Creating Media: Stop motion	Data handling: International Space Station
Year 3	Computing systems and networks 1: Networks	Programming: Scratch	Microsoft Office 365: Computing systems and networks 2: Emailing	Computing systems and networks 3: Journey inside a computer	Creating Media: Video trailers – Option 1: Using devices other than iPads	Data handling: Comparison cards databases
Year 4	Computing systems and networks: Collaborative learning	Programming 1: Further coding with Scratch	Creating media: Website design	Computing systems and networks 2: Skills showcase: HTML	Programming 2: Computational thinking	Data handling: Investigating weather
Year 5	Computing systems and networks: Search engines	Programming 1: Music	Data handling: Mars Rover 1	Programming 2: BBC micro:bit	Creating Media: Stop-motion animation	Computing systems and networks 2: Skills showcase: Mars Rover 2
Year 6	Computing systems and networks: Bletchley Park and the history of computers	Computing systems and networks 2: Exploring AI	Data handling 1: Big Data 1	Programming 1: Intro to Python	Data handling 2: Big Data 2	Programming 2: Skills showcase: Inventing a product

