

## Computing Long Term Plan: Route A

	Autumn		Spring		Summer	
<b>EYFS</b>	<b>All about me</b>	<b>Walking round the zoo</b>	<b>Wonderful water</b>	<b>From the tiny acorn (growing)</b>	<b>Out of this world!</b>	<b>A few of my favourite things</b>
	Learn to use cameras to take photos and videos. Record and play using sound buttons,	Learn to manipulate a mouse to complete a simple programme. Select specific programmes or apps for a given purpose	Engage in games (such as phonics play) on Clevertouch. Confidently use and manipulate a touch screen.	Use simple electronic toys (cars that move/on off buttons). Begin to understand how machines help farmers.	Give simple oral instructions to follow – introduce simple algorithms.	Use a simple search engine (YouTube kids, Google).
<b>Year 1/2</b>	<b>Do all homes have moats?</b>	<b>What did Old McDonald have on the farm?</b>	<b>How wonderful is Winsford?</b>	<b>Where did the Rainbow Fish swim?</b>	<b>Who was braver Columbus or Armstrong?</b>	<b>Where does it rain more India or England?</b>
	Y1: Digital Literacy/E-Safety – Using the Internet safely. Children to learn about safe Internet use, use simple keywords in search engines, how to keep information private and take ownership of their work online.	Y2: Computer Science – Scratch Jr – Introduction to new features of Scratch Jr. Children to create a farm themed animation – utilising precise algorithms and debugging their code.	Y1: Information Technology – Create an image gallery, organise files into groups, create and rename folders, rename files to organise, create presentation of organised images of Winsford.	Y1: Information Technology – Create illustrations and text for an eBook based on The Rainbow Fish.	Y1: Digital Literacy/E-Safety – Using a Computer/Device – recapping Internet safety, discuss rules, positive behaviour online.	Y2: Computer Science – Scratch Jr – 'India Maze' game. Children to animate, show/hide, control, change size of their sprite and use repetition to make their maze game.
<b>Year 3/4</b>	<b>How have humans survived over time?</b>		<b>What makes the world go round?</b>		<b>How does the spread of the Roman Empire affect us today?</b>	
	Y3: Digital Literacy/E-Safety – Share with Care. Children learn about personal information, online presence, privacy.	Y4: Information Technology – Research and develop a poster on Stone Age people including QR codes and AR 360° images embedded within.	Y3: Computer Science – Scratch - Animation on Space. Children to plan and create a space animation including repetition.	Y3: Information Technology – Collaborative research and produce Google Docs leaflet/ article on the Earth.	Y4: Information Technology – 'Roman eBook and Comic' Children to plan and create a simple digital comic and an eBook incorporating digital timeline, images, text and sound.	Y3: Computer Science. Scratch – 'Romans game'. Children to plan, design and create interactive game.
<b>Year 5/6</b>	<b>Who got what in the Anglo Saxon and Viking struggle for England?</b>		<b>What is it like in South America?</b>		<b>Medicine and Diseases</b>	<b>All That I Am</b>
	Y6: Information Technology – Explore Anglo-Saxons and Vikings with Research and Collaboration. Use research to create an interactive eBook.	Y5: Computer Science – Scratch Anglo-Saxons vs. Vikings game.	Y5: Digital Literacy/E-Safety – Secure your secrets. Creating safe and secure passwords, customising privacy settings, assessing by putting learning into practice.	Y5: Information Technology – Plan, write and produce a video about South America.	Y6: Computer Science – Scratch Memory game. Children to create a memory game using sequences and variables, linked to diseases and medicines.	Y5: Digital Literacy – Plan an end of year event. Logo creation, flyers, sharing it digitally, evaluating.

## Computing Long Term Plan: Route B

	Autumn		Spring		Summer	
EYFS	<b>All about me</b>	<b>A party around the world!</b>	<b>We could be heroes!</b>	<b>Amazing Adventures</b>	<b>Exploring</b>	<b>We're all going on a summer holiday!</b>
	Manipulate an iPad to take photos, videos and voice recordings. Use sound buttons to support learning.	Use Youtube Kids to search for different music. To listen to music adjusting the volume as necessary.	Compare the use of a computer and keyboard for typing with the use of a touch screen for typing.	Use and manipulate Google maps/3d Earth.	Programme a simple robot to follow a simple road map.	Look at different ways to take photos and compare with historical methods.
Year 1/2	<b>Where is the naughty bus going to take us?</b>	<b>Fire! Fire! How did the fire start?</b>	<b>Can a Kangaroo live in the Arctic?</b>	<b>Who had more fun?</b>	<b>When will I become a giant?</b>	<b>Why do we love to be beside the seaside?</b>
	Y1: Computer Science – Coding with BeeBots. Children to recreate the Naughty Bus' route using BeeBots. Looking at computers following precise commands, predicting behaviour of simple programs using logical reasoning. Plan, test and de-bug a simple program.	Y2: Digital Literacy/E-Safety – Staying safe on the Internet. Describe the rules for staying safe online, create a digital story for the rules, safe choices when using the Internet board game.	Y1: Computer Science – Scratch Jr – program a conversation between an Arctic animal and a kangaroo. Program them to race, repeat, sequence.	Y2: Digital Literacy/E-Safety – Using a computer/device. Children to explore age appropriate sites, describe their digital footprint, use search engines effectively, rate their favourite websites – data handling.	Y2: Information Technology – taking and using photographs. Children to learn about the technology of a camera, take perspective photos where the child appears to be a giant. Create and use pinhole camera?	Y2: Information Technology – Explore Seaside themed AR/360° images. Create own QR codes/trigger images for AR/use AR to bring objects into their own surroundings.
Year 3/4	<b>Why is the River Nile so important?</b>		<b>How can we light up the Iron man's eyes?</b>		<b>Why is Beeston Castle located in the best place?</b>	<b>Why has Greece always been in the news?</b>
	Y3: Digital Literacy/E-Safety – Using a Computer. Focusing on online communities, passwords, respect, effective communication.	Y4: Computer Science – Scratch 'Nile Boat Race' game. Working on repetition, selection, variables.	Y3: Computer Science – Scratch – Sound and Music. Children to use Scratch to plan and develop a band animation to soundtrack the Iron Man story.	Y4: Information Technology – Iron Man film scene. Children to plan, write and produce a film trailer for the Iron Man.	Y4: Digital Literacy/E-Safety – Don't fall for fake. Looking at personal information, 'bots' and assessing the credibility of online content.	Y4: Computer Science – Scratch Chatbot. Children to plan and create their own Ancient Greek Chatbot using variables, selections and dialog and wait capabilities
Year 5/6	<b>Who were the Mayans and what have we learnt from them?</b>		<b>Where shall we go on our journey to North America?</b>		<b>Why is it night in Australia when it's morning in the UK?</b>	<b>All That I Am</b>
	Y6: Digital Literacy/E-Safety – It's cool to be kind. Looking at cyber bullying and online interactions.	Y5: Computer Science -Catch the Dots Maya Game.	Y5: Computer Science – To plan and create an interactive game or animation based on North America.	Y6: Information Technology – Digital Journey – children to create and upload their own VR Google Expedition of their journey through North America.	Y6: Computer Science – Scratch Maths – Building with Numbers. Using variables, inputs/outputs.	Y6: Information Technology – End of year animation. Children to plan, write and produce an end of year video, stop-motion or flip-book including soundtrack composed by them.

