

## Computing long term plan

Computing systems and networks	Creating media	Programming	Data and information
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### Cycle A

	EVOLVE	Autumn	EVOLVE	Spring	EVOLVE	Spring	EVOLVE	Summer	Optional unit	
Year 1/2 A	Health wellbeing and lifestyle	Year 1: Technology around us	Managing online information	Year 1: Moving a robot	Online relationships	Year 1: Programming animations	Privacy and security	Year 1: Digital painting	Year 1: Grouping data	
Year 2/3 A		Year 3: Connecting computers		Year 3: Sequencing sounds		Year 3: Events and actions in programs		Year 2: Digital writing	Year 3: Branching databases	
Year 3/4 A		Self-image and identity	Year 3: Connecting computers	Online reputation	Year 3: Sequencing sounds	Online bullying	Year 3: Events and actions in programs	Copyright and ownership	Year 3: stop-frame animations	Year 4: data logging
Year 4/5 A		Year 5: Systems and searching	Year 5: Selection in physical computing	Year 5: Selection in quizzes	Year 4: audio production	Year 4: data logging				



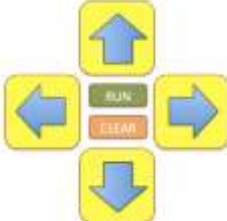

## Cycle B

	EVOLVE	Autumn	EVOLVE	Spring	EVOLVE	Spring	EVOLVE	Summer	Optional unit
<b>Year 1/2</b> <b>B</b>	Health wellbeing and lifestyle	Year 2: Information technology around us	Managing online information	Year 2: Robot algorithms	Online relationships	Year 2: programming quizzes	Privacy and security	Year 2: Pictograms	Year 2: Digital music
<b>Year 2/3</b> <b>B</b>		Year 2: Information technology around us		Year 2: Robot algorithms		Year 2: programming quizzes		Year 2: Pictograms	Year 2: Digital photography
<b>Year 3/4</b> <b>B</b>	Self-image and identity	Year 4: The internet	Online reputation	Year 4: Repetition in shapes	Online bullying	Year 4: Repetition in games	Copyright and ownership	Year 3: Branching databases	Year 4: Photo editing
<b>Year 4/5</b> <b>B</b>		Year 6: Communication and collaboration		Year 4: Repetition in shapes		Year 4: Repetition in games		Year 5: flat-file databases	Year 5: video production

2023/24 Computing – **Year 1/2** Year 2/3 Year 3/4 Year 4/5 *(Please highlight)*

**Cycle 1/Cycle 2**

**Symbols**

<p><b>Computing systems and networks</b></p> 	<p><b>Creating media</b></p> 	<p><b>Programming</b></p> 	<p><b>Data and information</b></p> 
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<b>Autumn</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer</b>	<b>Optional</b>
<p>Year 1: Technology around us</p> <p>Laptops/iPads Paintz.app</p>	<p>Year 1: Moving a robot</p> <p>Bee-bot, Blue-bot</p>	<p>Year 1: Programming animations</p> <p>Laptops/iPads Scratch Jr</p>	<p>Year 1: Digital painting</p> <p>Laptops/iPads Microsoft Paint</p>	<p>Year 1: Grouping data</p> <p>Laptops Google Slides or PowerPoint</p>



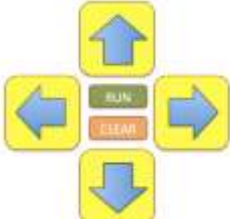

<p><b>Know and Remember</b></p> <p><b>Vocab</b>          technology          mouse          images          edit</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b>          command          instruction          direction          sequence          solutions</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b>          animation          tools          run          value          algorithm</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b>          shape          line          digital painting          change</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b>          data          objects          property/ptoperties          label          group</p>
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See Teach Computing curriculum map and progression of skills.

2023/24 Computing – Year 1/2 **Year 2/3** Year 3/4 Year 4/5 *(Please highlight)*

**Cycle 1/Cycle 2**

### Symbols

<p>Computing systems and networks</p> 	<p>Creating media</p> 	<p>Programming</p> 	<p>Data and information</p> 
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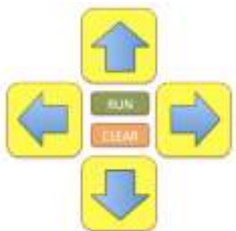

Autumn	Spring 1	Spring 2	Summer	Optional
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Year 3: Connecting computers  Laptops/iPads Painting program	Year 3: Sequencing sounds  Laptops/iPads Scratch	Year 3: Events and actions in programs  Laptops/iPads Scratch	Year 1: Digital writing  Laptops/iPads Google Docs or Word	Year 3: Branching databases  Laptops/iPads J2data Branch Pictogram
<b>Know and Remember</b> <b>Vocab</b> input output process device network	<b>Know and Remember</b> <b>Vocab</b> attributes command code sequence program	<b>Know and Remember</b> <b>Vocab</b> event action character movement outcome	<b>Know and Remember</b> <b>Vocab</b> word processor text toolbar bold italic underline undo	<b>Know and Remember</b> <b>Vocab</b> <b>Database</b> Attributes Tree structure Structure Identification tool

2023/24 Computing – Year 1/2    Year 2/3    **Year 3/4**    Year 4/5 *(Please highlight)*

**Cycle 1/Cycle 2**

**Symbols**

<b>Computing systems and networks</b> 	<b>Creating media</b> 	<b>Programming</b> 	<b>Data and information</b> 
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<b>Autumn</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer</b>	<b>Optional</b>
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Year 3: Connecting computers  Laptops/iPads Painting program	Year 3: Sequencing sounds  Laptops/iPads Scratch	Year 3: Events and actions in programs  Laptops/iPads Scratch	Year 3: Stop-frame animations  iPads iMotion (iOS app)	Year 4: Data logging  Laptops Data logger and software
<b>Know and Remember</b> <b>Vocab</b> input output process device network	<b>Know and Remember</b> <b>Vocab</b> attributes command code sequence program	<b>Know and Remember</b> <b>Vocab</b> event action character movement outcome	<b>Know and Remember</b> <b>Vocab</b> Animation Stop frame Flip book Storyboard sequence	<b>Know and Remember</b> <b>Vocab</b>

2023/24 Computing – Year 1/2    Year 2/3    Year 3/4    **Year 4/5** *(Please highlight)*

**Cycle 1/Cycle 2**

**Symbols**

<b>Computing systems and networks</b> 	<b>Creating media</b> 	<b>Programming</b> 	<b>Data and information</b> 
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Autumn	Spring 1	Spring 2	Summer	Optional
Year 5: Systems and searching  Laptops Google slides	Year 5: Selection in physical computing  Laptops Crumble controller, starter kit, motor	Year 5: Selection in quizzes  Laptops Scratch	Year 4: Audio production  Laptops Audacity	Year 4: Data logging  Laptops Data logger and software
<b>Know and Remember</b> <b>Vocab</b> System Input Process Output Search engine	<b>Know and Remember</b> <b>Vocab</b> Microcontroller Circuit Crumble Sparkle Motor	<b>Know and Remember</b> <b>Vocab</b> Condition Selection If... then... else Flow Algorithm	<b>Know and Remember</b> <b>Vocab</b> Audio Recording Sound effects Layers Podcast	<b>Know and Remember</b> <b>Vocab</b> Data Data logging Intervals Sensors Download

# CYCLE 2

2024/25 Computing – Year 1/2 Year 2/3 Year 3/4 Year 4/5 *(Please highlight)*

Cycle 1/Cycle 2

Symbols

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Autumn	Spring 1	Spring 2	Summer	Optional
Year 1: Technology around us	Year 1: Moving a robot	Year 1: Programming animations	Year 1: Digital painting	Year 1: Grouping data
Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab

See Kapow Progression document for skills and knowledge.

2024/25 Computing – Year 1/2 **Year 2/3** Year 3/4 Year 4/5 *(Please highlight)*

Cycle 1/**Cycle 2**

Symbols

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Autumn	Spring 1	Spring 2	Summer	Optional
Year 1: Technology around us	Year 1: Moving a robot	Year 1: Programming animations	Year 1: Digital painting	Year 1: Grouping data
Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab

See Kapow Progression document for skills and knowledge.

2024/25 Computing – Year 1/2 Year 2/3 **Year 3/4** Year 4/5 *(Please highlight)*

Cycle 1/**Cycle 2**

Symbols

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Autumn	Spring 1	Spring 2	Summer	Optional
Year 1: Technology around us	Year 1: Moving a robot	Year 1: Programming animations	Year 1: Digital painting	Year 1: Grouping data
Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab

See Kapow Progression document for skills and knowledge.

2024/25 Computing – Year 1/2 Year 2/3 Year 3/4 **Year 4/5** *(Please highlight)*

Cycle 1/**Cycle 2**

Symbols

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Autumn	Spring 1	Spring 2	Summer	Optional
Year 1: Technology around us	Year 1: Moving a robot	Year 1: Programming animations	Year 1: Digital painting	Year 1: Grouping data
Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab	Know and Remember Vocab

See Kapow Progression document for skills and knowledge.