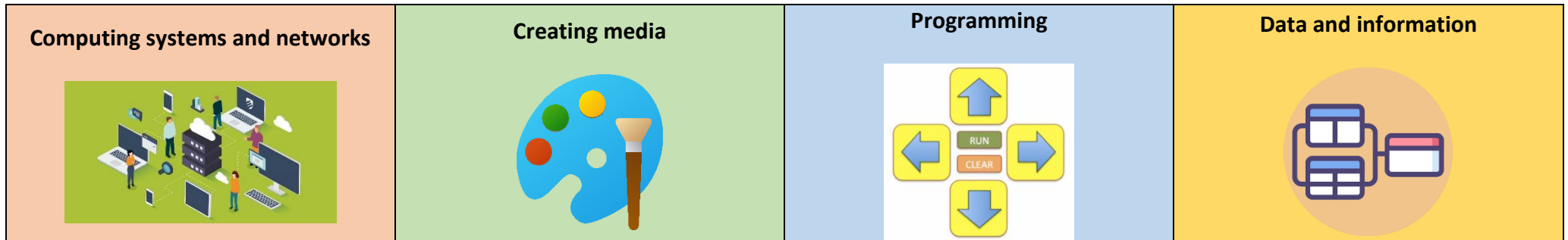


# Computing long term plan





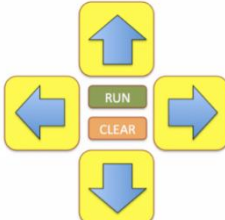

## Cycle A

	EVOLVE	Autumn	EVOLVE	Spring	EVOLVE	Spring	EVOLVE	Summer	Optional unit
<b>Year 1/2</b> <b>A</b>	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
<b>Year 2/3</b> <b>A</b>		Year 3: Connecting computers		Year 3: Sequencing sounds		Year 3: Events and actions in programs		Year 2: Digital writing	Year 3: Branching databases
<b>Year 3/4</b> <b>A</b>		Year 3: Connecting computers		Year 3: Sequencing sounds		Year 3: Events and actions in programs		Year 3: stop-frame animations	Year 4: data logging
<b>Year 4/5</b> <b>A</b>		Year 5: Systems and searching		Year 5: Selection in physical computing		Year 5: Selection in quizzes		Year 4: audio production	Year 4: data logging

## Computing long term plan – 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: IT 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: IT 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

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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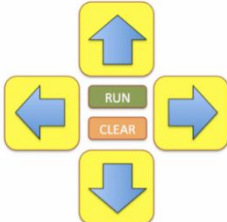

Autumn	Spring 1	Spring 2	Summer	Optional
<p>Year 1: Technology around us</p> <p>Laptops/iPads Paintz.app</p>	<p>Year 1: Moving a robot</p> <p>Bee-bot, Blue-bot</p>	<p>Year 1: Programming animations</p> <p>Laptops/iPads Scratch Jr</p>	<p>Year 1: Digital painting</p> <p>Laptops/iPads Microsoft Paint</p>	<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>

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)*



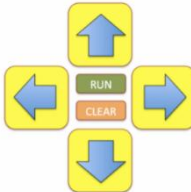

**Cycle 1/Cycle 2**

## Symbols

<p><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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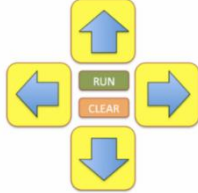

Autumn	Spring 1	Spring 2	Summer	Optional
<p>Year 3: Connecting computers</p> <p>Laptops/iPads Painting program</p>	<p>Year 3: Sequencing sounds</p> <p>Laptops/iPads Scratch</p>	<p>Year 3: Events and actions in programs</p> <p>Laptops/iPads Scratch</p>	<p>Year 1: Digital writing</p> <p>Laptops/iPads Google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

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



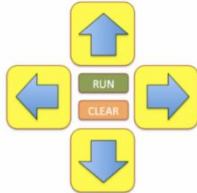

Symbols

<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
<p>Year 5: Systems and searching</p> <p>Laptops Google slides</p>	<p>Year 5: Selection in physical computing</p> <p>Laptops Microbits</p>	<p>Year 5: Selection in quizzes</p> <p>Laptops Scratch</p>	<p>Year 4: Audio production</p> <p>Laptops Audacity</p>	<p>Year 4: Data logging</p> <p>Laptops Data logger and software</p>
<p><b>Know and Remember</b></p> <p><b>Vocab</b> System Input Process Output Search engine</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Microcontroller Circuit Microbit</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Condition Selection If... then... else Flow Algorithm</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Audio Recording Sound effects Layers Podcast</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Data Data logging Intervals Sensors Download</p>

CYCLE 2



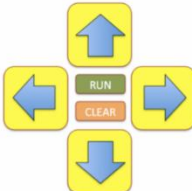

**Symbols**

 <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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Autumn	Spring 1	Spring 2	Summer	Optional
<p><b>Year 2: IT around us</b></p> <p>Laptops/iPads PowerPoint</p>	<p><b>Year 2: Robot algorithms</b></p> <p>Beebots</p>	<p><b>Year 2: Programming quizzes</b></p> <p>Laptops/iPads ScratchJr</p>	<p><b>Year 2: Pictograms</b></p> <p>Laptops/iPads j2e pictogram</p>	<p><b>Year 2: Digital music</b></p> <p>Laptops/iPads Chrome music lab</p>
<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Information technology Computer Rules Choices Benefit</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Instruction Sequence Algorithm Debugging Program</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Outcome Sequence of commands Sprite Quiz Sequence of blocks</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Tally chart Pictogram Data Attribute Block diagram</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Rhythm Sequence of notes Musical pattern Pitch Melody</p>



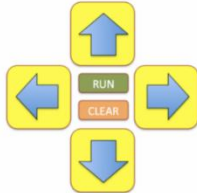

See Kapow Progression document for skills and knowledge.

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
<p><b>Year 2: IT around us</b> Laptops/iPads PowerPoint</p>	<p><b>Year 2: Robot algorithms</b>  Beebots</p>	<p><b>Year 2: Programming quizzes</b>  Laptops/iPads ScratchJr</p>	<p><b>Year 2: Pictograms</b>  Laptops/iPads j2e pictogram</p>	<p><b>Year 2: Digital photography</b>  IPads Windows Photo Digital camera</p>
<p><b>Know and Remember</b> <b>Vocab</b> Information technology Computer Rules Choices Benefit</p>	<p><b>Know and Remember</b> <b>Vocab</b> Instruction Sequence Algorithm Debugging Program</p>	<p><b>Know and Remember</b> <b>Vocab</b> Outcome Sequence of commands Sprite Quiz Sequence of blocks</p>	<p><b>Know and Remember</b> <b>Vocab</b> Tally chart Pictogram Data Attribute Block diagram</p>	<p><b>Know and Remember</b> <b>Vocab</b> Rhythm Sequence of notes Musical pattern Pitch Melody</p>



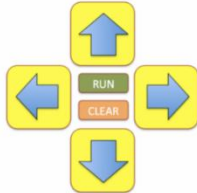

## Symbols

 <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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Autumn	Spring 1	Spring 2	Summer	Optional
<p><b>Year 4: The internet</b></p> <p>Laptops/iPads Chrome music lab</p>	<p><b>Year 4: Repetition in shapes</b></p> <p>Laptops/iPads FMSLogo</p>	<p><b>Year 4: repetition in games</b></p> <p>Laptops/iPads Scratch</p>	<p><b>Year 3: Branching databases</b></p> <p>Laptops/iPads j2data Pictogram, Branch, and Database tools</p>	<p><b>Year 4: Photo editing</b></p> <p>Laptops/iPads Paint.net</p>
<p><b>Know and Remember</b></p> <p><b>Vocab</b> Network World Wide Web Media Content Website</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Commands Code Algorithm Count-controlled loop Decomposition</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Repetition Infinite loop Evaluate Sprite Programming language</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Attribute Branching database Separate Identify Compare</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b> Editor Crop Colour effects Cloning Copy</p>

See Kapow Progression document for skills and knowledge.

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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Autumn	Spring 1	Spring 2	Summer	Optional
<p><b>Year 6: Communication and collaboration</b></p> <p>Laptops/iPads</p>	<p><b>Year 4: Repetition in shapes</b></p> <p>Laptops/iPads FMSLogo</p>	<p><b>Year 4: repetition in games</b></p> <p>Laptops/iPads Scratch</p>	<p><b>Year 5: Flat-file databases</b></p> <p>Laptops/iPads J2e data platform</p>	<p><b>Year 5: Video production</b></p> <p>Laptops/iPads Windows Video Editor iMovie</p>
<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>IP address Data packet Transfer Collaboration Communication</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Commands Algorithm Count-controlled loop Procedure Code snippet</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Snippet of code Infinite loop Count-controlled loop Event block Repeated sequence</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Database Field Record Filter 'AND' 'OR'</p>	<p><b>Know and Remember</b></p> <p><b>Vocab</b></p> <p>Camera angle Storyboard Reshooting Script Editing</p>

See Kapow Progression document for skills and knowledge.