

## COMPUTING LONG TERM PLAN (Revised 2023)

**Some Summer 2 units are optional if time allows once all other units for the year have been completed.**

**Please briefly revisit online safety at the start or Spring & Summer terms too!**

	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
<b>Year R</b>	<b>Activities from eyfs schemes built into continuous provision &amp; exploring on minimash. Children to become confident to photograph their work using the ipad</b>				<b>Introduce log ins and focus on a different game/program each week</b>		<b>Introduce bee bots</b>		<b>Continue to build children's confidence with logging in ready for Y1</b>			
<b>Year 1/2 Year A</b>	Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4 Programs – Various	Unit 1.5 Maze Explorers Number of lessons – 3 Programs – 2Go	Unit 2.4 Questioning Number of lessons – 5 Programs – 2Question, 2Investigate		Unit 2.2 Online Safety Number of lessons – 3 Programs – Various	Unit 1.6 Animated Story Books Number of lessons – 5 Programs – 2Create A Story	Unit 2.7 Making Music Number of lessons – 3 Programs – 2Sequence	Unit 2.3 Spreadsheets Number of lessons – 4 Programs – 2Calculate	Unit 1.3 Pictograms Number of lessons – 3 Programs – 2Count	Unit 2.8 Presenting Ideas Number of lessons – 4 Programs – Various		
<b>Year 1/2 Year B</b>	Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4 Programs – Various	Unit 2.5 Effective Searching Number of lessons – 3 Programs – Browser	Unit 1.4 Lego Builders Number of lessons – 3 Programs – 2DIY	Unit 1.9 Technology outside school Number of lessons – 2 Programs – Various	Unit 1.2 Grouping & Sorting Number of lessons – 2 Programs – 2DIY	Unit 2.6 Creating Pictures Number of lessons – 5 Programs – 2PaintAPicture	Unit 1.8 Spreadsheets Number of lessons – 3 Programs – 2Calculate	(2023 CODING CRASH COURSE) Y1 (Unit 1.7 Coding Number of lessons – 6 Programs – 2Code)		Unit 2.1 Coding Number of lessons – 5 Programs – 2Code		
<b>Year 3/4 Year A</b>	Unit 4.2 Online safety Number of lessons – 4 Programs – Various	Coding Number of lessons – 6 Main Programs – 2Code See table below for breakdown.		Unit 4.3 Spreadsheets Number of lessons – 6 Programs – 2Calculate		Unit 4.4 Writing for different audiences Number of lessons – 5 Programs – 2Email, 2Connect, 2DIY	Unit 4.5 Logo Number of lessons – 4 Programs – Logo	Unit 4.6 Animation Number of lessons – 3 Programs – 2Animate	Unit 4.7 Effective Search Number of lessons – 3 Programs – Browser	Unit 4.8 Hardware Investigators Number of lessons – 2	Unit 3.9 Presenting (with Microsoft PowerPoint or Google Slides) Number of Lessons – 5 or 6 (version dependent) Main Program – MS PowerPoint or Google Slides (OPTIONAL)	

YEAR 3 & 4 - CYCLE B				
Using Repeat Unit 3.1 Lesson 3	Repeat Unit and 'Hello' Statements Unit 4.1 Lesson 4	Number Variables Unit 4.1 Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game - Unit 4.1 Lesson 6

	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
<b>Year 3/4 Year B</b>	Unit 3.2 Online safety Number of lessons – 3 Programs – Various	Unit 3.3 Spreadsheets Number of lessons – 3 Programs – 2 Calculate	(2023 CODING CRASH COURSE) Y3 Coding Number of lessons – 6 Main Programs – 2 Code		Unit 3.4 Touch Typing Number of lessons – 4 Programs – 2 Type	Unit 3.5 Email (including email safety) Number of lessons – 6 Programs – 2 Email, 2Connect, 2DIY	Unit 3.6 Branching Databases Number of lessons – 4 Programs – 2 Question	Unit 3.7 Simulation Number of lessons – 3 Programs – 2 Simulate, 2Publish	Unit 3.8 Graphing Number of lessons – 2 Programs – 2 Graph	Unit 4.9 Making Music Number of Lessons – 4 Main Program – Busy Beats (OPTIONAL)		
<b>Year 5/6 YEAR A</b>	Unit 6.2 Online safety Number of lessons – 2 Programs - Various	Coding Number of lessons – 6 Main Programs – 2 Code See table below for breakdown.	Unit 6.3 Spreadsheets Number of lessons – 5 Programs – 2 Calculate	Unit 6.4 Blogging Number of lessons – 4 Programs – 2 Blog	Unit 6.5 Text Adventures Number of lessons – 5 Programs – 2 Code, 2Connect	Unit 6.6 Networks Number of lessons – 3	Unit 5.9 Using External Devices Number of Lessons – 6 Main Program – 2 Code Purple Chip (OPTIONAL)					
<b>Year 5/6 Year B</b>	Unit 5.2 Online safety Number of lessons – 3 Programs - Various	(2023 Y5 CODING CRASH COURSE) Coding Number of lessons – 6 Main Programs – 2 Code See table below for breakdown		Unit 5.3 Spreadsheets Number of lessons – 6 Programs – 2 Calculate	Unit 5.4 Databases Number of lessons – 4 Programs – 2 Question, 2Investigate	Unit 5.5 Game Creator Number of lessons – 5 Programs – 2 DIY 3D	Unit 5.6 3D Modelling Number of lessons – 4 Programs – 2 Design and Make	Unit 5.7 Concept Maps Number of lessons – 4 Programs – 2 Connect	Unit 5.8 Word processing (with Microsoft Word or Google Docs) Number of Lessons – 8 Main program – MS Word or Google Docs (OPTIONAL)			

**CODING UNIT PLANS (after 2023)**

<b>YEAR 3 &amp; 4 - CYCLE A</b>					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1

<b>YEAR 3 &amp; 4 - CYCLE B</b>				
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6

**CODING UNIT PLANS**

<b>YEAR 5 &amp; 6 - CYCLE A</b>					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5

<b>YEAR 5 &amp; 6 - CYCLE B</b>				
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2	Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6