

Gawber Primary School Computing – Long Term Plan

	AUTUMN TERM	SPRING TERM	SUMMER TERM
FS2	<u>Computer Science</u> Taking photographs Name and operate simple equipment	<u>Digital Literacy</u> Using devices and the internet safely <u>Information Technology</u> Create digital art	<u>Computer Science</u> Developing basic mouse skills Experiment with programming a Beebot
Year 1	1.1 Online safety and exploring purple mash 1.2 Grouping and sorting 1.3 Pictograms	1.6 Animated story books 1.4 Lego builders 1.9 Technology outside school	1.7 Coding 1.8 Spreadsheets 1.5 Maze explorers and BeeBots
Year 2	2.1 Coding	2.2 Online safety 2.4 Questioning	2.6 Creating pictures 2.3 Spreadsheets 2.5 Effective searching
Year 3	3.4 Touch Typing 3.7 Simulations	3.5 Email (Including Email Safety) 3.2 Online Safety 3.1 Coding	3.3 Spreadsheets 3.6 Branching Databases 3.8 Graphing 3.9 Presenting (Microsoft Power Point)
Year 4	4.1 Coding 4.2 Online Safety	4.3 Spreadsheets 4.4 Writing for different audiences 4.5 Logo 4.6 Animation	4.7 Effective search 4.9 Making Music 4.8 Hardware investigators 4.10 Artificial intelligence
Year 5	5.8 Word processing 5.6 3D modelling 5.2 Online Safety 5.5 Game Creator	5.3 Spreadsheets 5.4 Databases	5.1 Coding 5.7 Concept maps
Year 6	6.1 Coding 6.2 Online Safety 6.3 Spreadsheets 6.4 Blogging	6.2 Online Safety 6.5 Text adventures 6.6 Networks 6.8 Understanding binary	6.2 Online Safety 6.7 Quizzing 6.9 Spreadsheets

Predominant Area of Computing	
Computer Science	■
Information Technology	■
Digital Literacy	■

Gawber Primary School Computing – Long Term Plan