Oaklands Primary School Computing Long Term Curriculum Plan

		Autumn	Spring	Summer
EYFS		**Computer Systems and Networks** Technology used at home and in school • Begin to operate simple equipment	**Computer Systems and Networks** Technology used at home and in school • Use a safe part of the internet to learn and play **Programming** Floor Robots • Use simple software to make something happen **Creating Media** Creating with materials • Begin to create text and shapes on a screen **Data and Information** Select and use technology • Start to talk about different kinds of information such as pictures, sounds, text and video	**Computer Systems and Networks** Technology used at home and in school • Show photographs about our learning experiences **Programming** Floor Robots • Make choices about icons and buttons I touch, press or click **Creating Media** Creating with materials • Use technology to show my learning **Data and Information** Select and use technology • Start to talk about different kinds of information such as pictures, sounds, text and video

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Key Stage 1	**Year 2**	**Computer Systems and Networks** Technology Around Us - Technology and My Toys (IP) • Recognising technology in school and using it responsibility **Creating Media** Digital Printing • Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	**Programming** Moving A Robot • Writing short algorithms and programs for floor robots and, predicting outcomes **Data and Information** Grouping data • Exploring object labels, then using to them to sort and group objects by properties	**Creating Media** Digital Writing • Using a computer to create and format text, before comparing to writing non-digitally **Programming** Programming Animations • Designing and programming the movement of a character on screen to tell stories
	Year 1	**Computing Systems and Networks** Information Technology Around Us • Identifying IT and how it's responsible use improves our world in the school and beyond **Creating Media** Digital Photography • Capturing and changing digital photographs for different purposes	**Programming** Robot Algorithms • Creating and debugging programs and using logical reasoning to make predictions **Data and Information** Pictograms • Collecting data in tally charts and using attributes to organise and present data on a computer	**Creating Media** Making music • Using a computer as a tool to explore rhythms and melodies, before creating a musical composition **Programming** Programming Quizzes • Designing algorithms and programs that use events to trigger sequences of code to make it an interactive quiz

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Lower Key Stage 2	**Year 3**	**Computing Systems and Networks** Connecting Computers • Identifying that digital devices have inputs, processes and outputs, and how devices can be connected to make networks **Creating Media** Stop-Frame Animation • Capturing and editing digital still images to produce a stop-frame animation that tells a story	**Programming** Sequencing Sounds • Creating sequences in block-based programming language to make music **Data and Information** Branching Databases • Building and using branching databases to group objects using yes/no questions	**Creating Media** Desktop Publishing • Creating documents by modifying text, images and page layouts for a specific purpose **Programming** Events and Actions In Programs • Writing algorithms and programs that use a range of events to trigger sequences of actions
	Year 4	**Computing Systems and Networks** The Internet • Recognising the internet as network of networks, including the WWW, and why we should evaluate online content **Creating Media** Audio Editing • Capturing and editing audio to produce an advert for a Christmas toy	**Programming** Repetition in shapes • Creating programmes by planning, modifying, and testing commands to create shapes and patterns **Data and Information** Data Logging • Recognising how and why data is collected over time, before using data loggers to carry out an investigation	**Creating Media** Photo Editing • Manipulating digital images, and reflecting on the impact of changes whether the required purpose is fulfilled **Programming** Repetition In Games • Using a block-based programming language to explore count-controlled and infinite loops when creating a game
Upper Key Stage 2	**Year 5**	**Computing Systems and Networks** Systems And Searching • Recognising IT systems around us and how they allow us to search the internet **Creating Media** Video Production • Planning, capturing and editing video to produce a short film	**Programming** Selection In Physical Computing • Exploring conditions and selection using a programmable microcontroller **Data and Information** Flat -File Databases • Using a database to order data and create charts to answer questions	**Creating Media** Vector Drawing • Creating images in a drawing program by using layers and groups of objects **Programming** Selection In Quizzes • Exploring selection in programming to design and code an interactive quiz
	Year 6	Computing Systems and Networks **Communication And Collaboration** • Identifying and exploring how data is transferred and information is hared online Creating Media **Website Creation** • Designing and creating webpages, giving consideration to copyright aesthetics, and navigation	**Programming** Variables In Games • Exploring variables when designing and coding a game **Data and Information** Introduction To Spreadsheets • Answering questions by using spreadsheets to organise and collect data	**Creating Media** 3D Modelling • Planning, developing and evaluating 3D computer models of physical objects **Programming** Sensing • Designing and coding a project that captures inputs from a physical device