



## Oaklands Primary School Computing Long Term Curriculum Plan

		Autumn	Spring	Summer
EYFS		<b>Computer Systems and Networks</b> Technology used at home and in school <ul style="list-style-type: none"> <li>Begin to operate simple equipment</li> </ul>	<b>Computer Systems and Networks</b> Technology used at home and in school <ul style="list-style-type: none"> <li>Use a safe part of the internet to learn and play</li> </ul> <b>Programming</b> Floor Robots <ul style="list-style-type: none"> <li>Use simple software to make something happen</li> </ul> <b>Creating Media</b> Creating with materials <ul style="list-style-type: none"> <li>Begin to create text and shapes on a screen</li> </ul> <b>Data and Information</b> Select and use technology <ul style="list-style-type: none"> <li>Start to talk about different kinds of information such as pictures, sounds, text and video</li> </ul>	<b>Computer Systems and Networks</b> Technology used at home and in school <ul style="list-style-type: none"> <li>Show photographs about our learning experiences</li> </ul> <b>Programming</b> Floor Robots <ul style="list-style-type: none"> <li>Make choices about icons and buttons I touch, press or click</li> </ul> <b>Creating Media</b> Creating with materials <ul style="list-style-type: none"> <li>Use technology to show my learning</li> </ul> <b>Data and Information</b> Select and use technology <ul style="list-style-type: none"> <li>Start to talk about different kinds of information such as pictures, sounds, text and video</li> </ul>
Key Stage 1	Year 2	<b>Computer Systems and Networks</b> Technology Around Us - Technology and My Toys (IP) <ul style="list-style-type: none"> <li>Recognising technology in school and using it responsibly</li> </ul> <b>Creating Media</b> Digital Printing <ul style="list-style-type: none"> <li>Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally</li> </ul>	<b>Programming</b> Moving A Robot <ul style="list-style-type: none"> <li>Writing short algorithms and programs for floor robots and, predicting outcomes</li> </ul> <b>Data and Information</b> Grouping data <ul style="list-style-type: none"> <li>Exploring object labels, then using to them to sort and group objects by properties</li> </ul>	<b>Creating Media</b> Digital Writing <ul style="list-style-type: none"> <li>Using a computer to create and format text, before comparing to writing non-digitally</li> </ul> <b>Programming</b> Programming Animations <ul style="list-style-type: none"> <li>Designing and programming the movement of a character on screen to tell stories</li> </ul>
	Year 1	<b>Computing Systems and Networks</b> Information Technology Around Us <ul style="list-style-type: none"> <li>Identifying IT and how it's responsible use improves our world in the school and beyond</li> </ul> <b>Creating Media</b> Digital Photography <ul style="list-style-type: none"> <li>Capturing and changing digital photographs for different purposes</li> </ul>	<b>Programming</b> Robot Algorithms <ul style="list-style-type: none"> <li>Creating and debugging programs and using logical reasoning to make predictions</li> </ul> <b>Data and Information</b> Pictograms <ul style="list-style-type: none"> <li>Collecting data in tally charts and using attributes to organise and present data on a computer</li> </ul>	<b>Creating Media</b> Making music <ul style="list-style-type: none"> <li>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition</li> </ul> <b>Programming</b> Programming Quizzes <ul style="list-style-type: none"> <li>Designing algorithms and programs that use events to trigger sequences of code to make it an interactive quiz</li> </ul>



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Lower Key Stage 2	Year 3	<b>Computing Systems and Networks</b> Connecting Computers <ul style="list-style-type: none"> <li>Identifying that digital devices have inputs, processes and outputs, and how devices can be connected to make networks</li> </ul> <b>Creating Media</b> Stop-Frame Animation <ul style="list-style-type: none"> <li>Capturing and editing digital still images to produce a stop-frame animation that tells a story</li> </ul>	<b>Programming</b> Sequencing Sounds <ul style="list-style-type: none"> <li>Creating sequences in block-based programming language to make music</li> </ul> <b>Data and Information</b> Branching Databases <ul style="list-style-type: none"> <li>Building and using branching databases to group objects using yes/no questions</li> </ul>	<b>Creating Media</b> Desktop Publishing <ul style="list-style-type: none"> <li>Creating documents by modifying text, images and page layouts for a specific purpose</li> </ul> <b>Programming</b> Events and Actions In Programs <ul style="list-style-type: none"> <li>Writing algorithms and programs that use a range of events to trigger sequences of actions</li> </ul>
	Year 4	<b>Computing Systems and Networks</b> The Internet <ul style="list-style-type: none"> <li>Recognising the internet as network of networks, including the WWW, and why we should evaluate online content</li> </ul> <b>Creating Media</b> Audio Editing <ul style="list-style-type: none"> <li>Capturing and editing audio to produce an advert for a Christmas toy</li> </ul>	<b>Programming</b> Repetition in shapes <ul style="list-style-type: none"> <li>Creating programmes by planning, modifying, and testing commands to create shapes and patterns</li> </ul> <b>Data and Information</b> Data Logging <ul style="list-style-type: none"> <li>Recognising how and why data is collected over time, before using data loggers to carry out an investigation</li> </ul>	<b>Creating Media</b> Photo Editing <ul style="list-style-type: none"> <li>Manipulating digital images, and reflecting on the impact of changes whether the required purpose is fulfilled</li> </ul> <b>Programming</b> Repetition In Games <ul style="list-style-type: none"> <li>Using a block-based programming language to explore count-controlled and infinite loops when creating a game</li> </ul>
Upper Key Stage 2	Year 5	<b>Computing Systems and Networks</b> Systems And Searching <ul style="list-style-type: none"> <li>Recognising IT systems around us and how they allow us to search the internet</li> </ul> <b>Creating Media</b> Video Production <ul style="list-style-type: none"> <li>Planning, capturing and editing video to produce a short film</li> </ul>	<b>Data and Information</b> Flat -File Databases <ul style="list-style-type: none"> <li>Using a database to order data and create charts to answer questions</li> </ul> <b>Programming</b> Selection In Physical Computing <ul style="list-style-type: none"> <li>Exploring conditions and selection using a programmable microcontroller</li> </ul>	<b>Creating Media</b> Vector Drawing <ul style="list-style-type: none"> <li>Creating images in a drawing program by using layers and groups of objects</li> </ul> <b>Programming</b> Selection In Quizzes <ul style="list-style-type: none"> <li>Exploring selection in programming to design and code an interactive quiz</li> </ul>
	Year 6	Computing Systems and Networks <b>Communication And Collaboration</b> <ul style="list-style-type: none"> <li>Identifying and exploring how data is transferred and information is hared online</li> </ul> Creating Media <b>Website Creation</b> <ul style="list-style-type: none"> <li>Designing and creating webpages, giving consideration to copyright aesthetics, and navigation</li> </ul>	<b>Programming</b> Variables In Games <ul style="list-style-type: none"> <li>Exploring variables when designing and coding a game</li> </ul> <b>Data and Information</b> Introduction To Spreadsheets <ul style="list-style-type: none"> <li>Answering questions by using spreadsheets to organise and collect data</li> </ul>	<b>Creating Media</b> 3D Modelling <ul style="list-style-type: none"> <li>Planning, developing and evaluating 3D computer models of physical objects</li> </ul> <b>Programming</b> Sensing <ul style="list-style-type: none"> <li>Designing and coding a project that captures inputs from a physical device</li> </ul>