

Computing Long Term Planning 2024/25

Digital Literacy – delivered at intervals throughout the year Use Project Evolve toolkit to deliver online safety lessons for your year group. There is time for at least 6 lessons, during the year, to be allocated to delivering discrete lessons within computing time Visit https://projectevolve.co.uk/						
Autumn 1		Autumn 2		Spring 1		
Autumn 1		Autumn 2		Spring 2		
Autumn 1		Autumn 2		Summer		
Year 1	Just Paint and Write – Pt 1 - All about Me Children will create a number of drawings and text files, save them and then use them in a JiT5 'Write' and 'Paint' software to produce pieces of work entitled 'All about Me' <i>Collecting, Evaluating and Presenting Information Unit</i> 5 Lessons		Gathering Data and Creating Charts Use JiT5 Chart and Pictogram to develop an understanding of data from a chart and present work in Mix <i>Data Handling Unit</i> 5 Lessons		Simple Algorithms and Programs Pt 1 Introduce route-based programming and physical devices (Beebot) <i>Computer Science and Programming Unit</i> 4 Lessons	
	Collect Photographs and Paint Pictures - Pt 2 Create digital album using Photographs, JiT5 'Write', 'Paint' and 'Mix' tools <i>Collecting, Evaluating and Presenting Information Unit</i> 6 Lessons		Create Simple Programs Pt 2 Use logical thinking to evaluate algorithms and route-based programs in JiT5 Turtle to improve outcomes <i>Computer Science and Programming Unit</i> 4 Lessons			

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Year 3	Organising, Creating and Presenting	Write a Program Pt 1 Block Based Sequences		QR Codes	Write a Program Pt 2 Drawing Shapes	Creating a Branching Database and Interrogating Simple Databases
	Use 3 types of multi-media: text, image and animation to create, organise and present content effectively, considering layout choices and appropriate presentation styles depending on purpose	Use sequencing and debugging strategies in J2Visual		Explore what QR Codes are and how they are created to present information to a user. Children will record sound files and create QR codes to allow others to access and listen to the sound files	Create programs that include repetition and sequence in J2Visual to create simple images	Create and use a branching database focusing on questions for sorting
	Collecting, Evaluating and Presenting Information Unit	Computer Science and Programming Unit		Collecting, Evaluating and Presenting Information Unit	Computer Science and Programming Unit	Data Handling Unit
	5 Lessons	5 Lessons		5 Lessons	5 Lessons	6 Lessons

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Year 4	What is Computer Technology? Looks at computers to understand what a computer is made up of, how the components all work together to provide access to the technology we use today.	Multimedia Fact File Create a researched based fact file based upon a topic being studied (Rainforest). Plan and create fact files pages that are hyperlinked from the home page include a range of multimedia – images, sounds, and video		Scratch Programming from Algorithm to Code Pt1 Explore inputs and outputs within programs using Scratch3. Use broadcast, repetition and controlled count loops to control events	Creating and Interrogating Simple Databases Design a simple database and interrogate data using sort and search functions	On the Move with Programming Pt2 Introduce movement blocks and conditional statements to control events in Scratch3 reinforcing sequence, selection and repetition
	Computer Science and Programming Unit	Collecting, Evaluating and Presenting Information Unit		Computer Science and Programming Unit	Data Handling Unit	Computer Science and Programming Unit
	6 Lessons	6 Lessons		6 Lessons	5 Lessons	6 Lessons

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1+2
Year 5	Infographics Develop an understanding of what makes infographics a popular choice to present and share information. Develop an understanding of colour, styling, enhanced editing tools and the use of charts/graphs/tables to effectively present information. They will research and select key information to present as an infographic in J2e5		Computers for Communication and Collaboration How computers offer opportunities for communication and collaboration; considering how technology has improved, and forms of communication have changed as a result. Who has been influential in the changes of technology over time?	Creating and Using Spreadsheets as Models to Solve Problems Use and create spreadsheets to support solving mathematical problems using simple formulae, answering ‘What if’ type questions and presenting information in graphs	Programming Making Games Use selection, conditional statements, and variables in Scratch3 to create simple games
	Collecting, Evaluating and Presenting Information Unit 6 Lessons		Collecting, Evaluating and Presenting Information Unit 5 Lessons	Data Handling Unit 6 Lessons	Computer Science and Programming Unit 12 Lessons

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	Autumn 1	Autumn 2	Spring 2	Summer 1	Summer 2
Year 6	Understanding Big Data This unit will look at what big data is, the impact on privacy and security of data, how data is used by others in both authorised and unauthorised ways. Students will also investigate ways that big data is used for global projects that benefit our lives Collecting, Evaluating and Presenting Information Unit 6 Lessons	Game Design Use pseudo-code, cloning and conditional operators (Boolean) in Scratch3 to make and design complex games Computer Science and Programming Unit 6 Lessons	Analyse and Interpret Data using Spreadsheets Create spreadsheets that are fit for purpose and support the user in finding the answers to problems Data Handling Unit 6 Lessons	Artificial Intelligence and Machine Learning Explore real world applications that use Artificial Intelligence (AI) and Machine Learning (ML) and reflect on its potential for the future of different industries and job roles that may not yet exist. Students will learn how to create their own Smart Classroom Collecting, Evaluating and Presenting Information Unit 6 Lessons	The Internet and World Wide Web Understand what the internet is and discuss the services it provides. Focus in on the world wide web as a service and how data and information travels around the network. Consider how search engines help to find information and how to improve search techniques when looking for information online Computer Science and Programming Unit

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