

## Computing Long Term Plan

### EYFS – Following 1-Year Long Term Plan (Barefoot Computing)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Awesome Autumn	Busy Bodies	Super Space	Spring Time	Boats Ahoy	Summer Fun

### KS1 and KS2 2-Year Cycle



#### Cycle A (Teach Computing)

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Adventurers Year 1/2	Computing Systems and Networks: (CS)	Data and Information Y1: Grouping Data (IT)	Programming A Y1: Moving a robot (CS)	Creating Media Y1: Digital Painting (IT)	Programming A Y2: Robot Algorithms (CS)	Creating Media Y2: Digital Music (IT)
Pioneers Year 3/4/5	Computing Systems and Networks: 3/4 mixed age cycle A planning (CS)	Data and information – Flat-file databases Y5 (IT)	Programming A Y3: Sequencing Sounds (CS)	Creating Media (a YR 3 unit)	Programming B Y4: Repetition in Games (CS)	Creating Media (a YR 4 unit)

#### Cycle B (Teach Computing)

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Adventurers Year 1/2	Computer systems and Networks Cycle A mixed age planning (CS)	Data and Information Y2: Pictograms (IT)	Creating Media Y1: Digital Writing (IT)	Programming B Y1: Programming animations (CS)	Creating Media Y2: Digital Photography (IT)	Programming B Y2: Programming Quizzes (CS)
Pioneers Year 3/4/5/6	Computer Systems and Networks Y4: 3/4 mixed age cycle B planning (CS)	Data and information - Introduction to Spreadsheets Y6 (IT)	Programming A Y4: Repetition in Shapes (CS)	Creating media - Introduction to vector graphics Y5 (IT)	Programming B – Selection in Quizzes (yr5) (CS)	Creating media – 3D Modelling Y6 (IT)