

Computing Long Term Plan

EYFS



AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Out and About	Dark Nights, Bright Lights	999 Emergency	If you go down in the woods today	In the Garden	Minibeasts

Computing doesn't always need to involve a computer. Computing in EYFS is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity and creativity and problem solving. Due to the creative nature of our cross-curricular topics and lessons, evidence can be gathered towards all of the Early Learning Goals (ELGs) for each area of learning. Therefore children leave EYFS with a strong foundation of knowledge and awareness, ready to start Year 1.

EYFS computing at Orchard can be seen in many ways. Here are a few examples of how this is achieved:

- taking a photograph with a camera or tablet
- searching for information on the internet (with support)
- playing games on the interactive whiteboard
- digital painting on the interactive whiteboard
- exploring mechanical toys
- using a Bee-bot
- watching a video clip
- listening to music

We live in a technological world and there is no escape from the reality that technology is integrated into the lives of young children. Just as we ensure the children in our care are ready for the adult world by teaching them maths and literacy, we should also make sure that they are fluent in computer literacy and all-important e-safety.

KEY STAGE 1

Computing systems and networks

Creating media

Programming A/Programming B

Data & information

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
A	Oh I do like to be beside the seaside!	Once upon a Time	Under the Sea	Adventure is Out There		Wild Things
Unit	Year 2 Unit: Information Technology around us	Year 2 Unit: Digital photography	Year 2 Unit: Robot algorithms E-Safety Day	Year 2 Unit: Data and Information Year 2 Unit: Creating Music		Year 2 Unit: Programming Quizzes
B	Green Fingers	Super Hero Me	Ice, Ice Baby	Jurassic World		Donington Detectives
Unit	Year 1 Unit: Technology around us	Year 1 Unit: Digital painting (linking to DT project)	Year 1 Unit: Moving a robot E-Safety Day	Year 1 Unit: Grouping data Year 1 Unit: Digital writing		Year 1 Unit: Programming animations <i>Cross-curricular: Digi-maps Google maps</i>

LOWER KEY STAGE 2

Computing systems and networks

Creating media

Programming A/Programming B

Data & information

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
A	Earth Rocks!	Road Trip USA	The Flintstones	Raiders & Traders	Where the Forest Meets the Sea	
Unit	Year 3 Unit: Connecting Computers	Year 4 Unit: Repetition in Shapes	Year 4 Unit: The Internet E-Safety Day	Year 4 Unit: Repetition in Games	Year 3 Unit: Branching Data bases Year 3 Unit: Stop Motion	
B	Marvellous Me	The Fabulous Pharaohs	Lights, Camera, Action!	The Rampaging Romans	May the Force Be With You	Location, Location, Location
Unit	Year 4 Unit: Photo Editor	Year 3 Unit: Desktop Publishing	Year 3 Unit: Sequence in Music E-Safety Day	Year 4 Unit: Audio Editing	Year 3 Unit: Events and Actions	Year 4 Unit: Data Logging

UPPER KEY STAGE 2

Computing systems and networks

Creating media

Programming A/Programming B

Data & information

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
A	To Infinity and Beyond	Let There Be Light	The Groovy Greeks	On Safari	All of the Fun of the Fair	
Unit	Year 5 Unit: Sharing Information	Year 6 Unit: 3D Modelling Tinkercad	Year 5 Unit: Vector Drawing E-Safety Day	Year 5 Unit: Flat-file Data Bases	Year 5 Unit: Selection in Quizzes Year 5 Unit: Selection in Physical Computing Crumble controller/starter kit/motor	
B	Keeping Healthy	Dig for Victory	Amazing Americas		The Vile Victorians	
Unit	Year 6 Unit: Internet Communication	Year 5 Unit: Video Editing	Year 6 Unit: Website Creation E-Safety Day	Year 5 Unit: Data and Spreadsheets	Year 6 Unit: Variables in Games Year 6 Unit: Sensing	