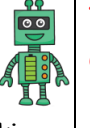
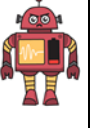
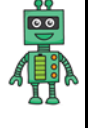
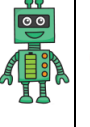
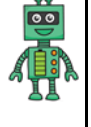
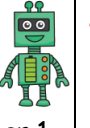
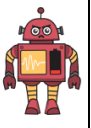
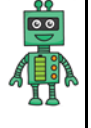
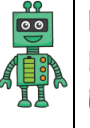
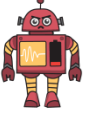
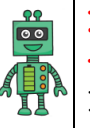


Long term planning – Computing Curriculum

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Exposure to Information Technology  Exposure to technology, where it can be found and how it is used.	Digital Literacy.  Explore and tinker with a range of objects and take simple photographs and display in classroom.	Logic and Patterns  Develop computational thinking and problem-solving skills. Create algorithms to direct a rocket through space and spotting patterns in pictures of aliens.	Tinkering and Creating  Spring themed activities. Make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.	Logic and Patterns  Discover how bodies move and grow. Explore and learn about parts of the body, growth and movement.	Tinkering and Logic  Explore surroundings. Get creative, take a journey and make a map, and discover seaside tangrams.
Year 1	Creative Computing.  Purple Mash Introduction to Year 1.	Technology Around Us.  Understand what technology is and relate this to school, home, outside and to its use in the wider world.	Coding.  Introduction to coding using the block coding tool, 2Code. Explore simple instructions and relate this to code blocks. By the end of this unit, children will be able to make a simple program.	Data Explorers.  Use software tools to group and sort recognizable objects. Collect data and present it in a pictogram.	Creative Computing.  Develop mouse, keyboard and basic computing skills using creative tools. Use the 2DIY tools to paint, create jigsaws and make simple drag and drop games.	Creating and following instructions.  Understand simple algorithms and algorithmic thinking. This is facilitated through unplugged activities before moving to sequencing activities on digital devices.
Year 2	Creating Pictures.  Purple Mash Introduction to Year 2.	The Internet.  Introduces the fundamentals of the internet, including its purpose, how to access it, and use it safely and effectively.	Coding.  Building on coding skills and knowledge from Year 1. Explore, modify and create programs that includes the use of timers and button objects.	Spreadsheets.  Explore, modify and create programs that includes the use of timers and button objects.	Presenting Ideas.  Present ideas using the concept mapping tool, 2Connect. Organise information using the features of a concept map, and think about how to present thoughts clearly to an audience.	Route Explorers.  Code using the tool, 2Go. Learn to build simple algorithms to move a screen turtle along routes. Consider direction and distances and create commands.
Year 3	Touch Typing.  Purple Mash Introduction to Year 3.	Email and communication.  Explore electronic communication using 2Email. Respond to, compose and add attachments to emails as well as consider the safety aspects of email communication.	Coding.  Explore timers, the repeat command and the importance of nesting code and build up to using design documentation to code a program.	Branching Databases.  Explore and create branching databases.	Route Planner.  Plan algorithms and write code that includes angles of turn to create routes for screen turtles, testing them using 2Go. Experiment with using the repeat command to make shapes that have 90° and 45° angles.	Microbit.  Introduction to micro:bits and the coding program. Explore how to make basic outputs occur from the micro:bit when inputs are detected.
Year 4	Animation.  Purple Mash Introduction to Year 4.	Effective Searching.  Use search technologies effectively by selecting clear Keywords.	Coding.  Builds on learning from previous coding units. Learn to make selection, co-ordinates, looping and variables. Use these coding skills to create their own game.	Introduction to AI.  Introduction to Artificial Intelligence, explore what it is, what it can do and how it is used in today's digital world.	Sound Stories.  2Cast, an audio recording tool in Purple Mash. Explore the features of effective audio books and work as a team to script, record and edit	Logo.  Introduction to Logo programming, focusing on developing understanding of basic commands and programming concepts.

Year 5	Quizzing. Purple Mash Introduction to Year 5. 	Word Processing. Use word processing in Microsoft Word 365 App. Explore how to edit, format and create their own documents. 	Coding. The importance of simplifying code, as well as how tags, functions and hoe different variable types can be used within a program. 	Spreadsheets. Builds on existing spreadsheet knowledge and challenge application to apply it in increasingly realistic situations. 	Concept Maps. Explore how concept maps can be used to organise, develop and present ideas using 2Connect. 	Game Creator. Learn about the world of gaming. Design and make their own 3D maze adventure game using the 2DIY3D. 
Year 6	Blogging. Purple Mash Introduction to Year 6. 	Graphing. Explore the benefits of creating common graph types, digitally. Create a range of familiar graph types using the 2Graph and 2Calculate tools. 	Coding. Learn how to cloning and use hotspots within programs. Test and debug existing simulations, building up to developing a text- based adventure game 	Data Detectives. Data Detectives, an interactive set of databases challenges to work through. Interpreting information being requested and query databases to find the information. 	3D Modelling. Explores 3D Modelling design using the CAD software, 2Design and Make, on Purple Mash. 	Microbit. Use micro:bits to collect data on environmental conditions. Create programs that use the micro:bit's pin input to create outputs when testing materials for conductivity. 