

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception						
Year 1	<p>iAlgorithm To understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise instructions.</p>	<p>iModel To understand that a computer can be used to model an environment where choices can be made.</p> <p>iDraw Explore and develop skills using digital tools.</p>	<p>iLearn AI An introduction to AI</p>	<p>iProgram Introduce children to algorithms and simple programming.</p>	<p>iWrite To enter and print text, save and retrieve work. (Word processing).</p> <p>iData To use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>iProgram 2 Introduction to Scratch Junior</p>
Year 2	<p>iProgram Children will learn to program physical and virtual toys.</p>	<p>iSearch Children will use the web to find things out.</p>	<p>iAnimate Children will be introduced to animation.</p>	<p>iPublish Children will create interactive ebooks.</p>	<p>iBlog Children will be writing and responding to Blogs.</p>	<p>iDo Mail Children will be introduced to Email.</p> <p>iProgram 2 Children explore coding and computational thinking</p>
Year 3	<p>iProgram Developing computational thinking and programming</p>	<p>iSimulate To explore a variety of computer simulations. To create our own simulation using Scratch.</p>	<p>iNetwork To introduce networks</p>	<p>iData To introduce databases</p>	<p>iConnect Learning about the internet and World Wide Web</p>	<p>iPodcast Editing Audio</p>

	animations with Scratch					
Year 4	iProgram 1 <i>Developing thinking and creating programs with Scratch</i>	iData <i>Looking at ways to represent information.</i>	iAnimate <i>Introduction to animation.</i>	iLearn AI <i>Introduction to AI</i>	iPhoto Edit <i>Exploring digital photo editing and AI generated images</i>	iProgram 2 <i>Develop computational thinking and programming</i>
Year 5	iProgram - 1 Designing and developing programmes	iDraw Learning to create graphical drawings using Sketchpad	iCrypto Learning how to keep information safe	iWeb Creating web content	iModel Learning how to create graphic models in 3D space	iEdit Video Production and editing
Year 6	iProgram – 1 Designing and developing programs with Scratch	iNetwork Networks, data representation, HTML/CSS	iData Introducing Spreadsheets	iLearn AI Further exploration of AI	iApp – 1 Designing and developing apps with Bitsbox	iModel Introducing 3D computing modelling iMicrobit Programming physical devices

***Separate LTP for online safety which is delivered on the first lesson of each half term**