Computing LONG TERM PLAN 2022 - 23

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 1	Improving mouse skills	Algorithm unplugged	Rocket to the moon	Programming Bee-bots	Digital imagery	Introduction to data
Year 2	What is a computer? Online safety	Algorithms and debugging Online safety	Word processing Online safety	Programming: Scratch Jr Online safety	Stop motion Online safety	International Space station Online safety
Year 3	Online Safety Computing systems and networks 1: Networks and the internet	Programming: Scratch	Computing systems and networks 2: Emailing	Computing systems and networks 3: Journey inside a computer	Creating media: Video trailers (Previously called 'Digital literacy')	Data handling: Comparison cards databases
Year 4	Online safety Computing Systems and networks – Collaborative Learning	Programming 1 – Further Coding with Scratch	Creating Media – Website Design	Programming 2 – Computational Thinking	Data Handling – Investigating Weather Skills	Showcase – HTML
Year 5	Online Safety Computing Systems and Networks: Search Engines	Programming 1: Programming Music	Data Handling: Mars Rover 1	Programming 2: Micro:bit	Creating Media: Stop Motion Animation	Skills Showcase: Mars Rover 2
Year 6	Programming: Intro to Python	Online safety: Year 6	Creating media: History of computers	Computing systems and networks: Bletchley Park	Big Data 1 and 2	Skills showcase: Inventing a product