

Danesholme Academies Long Term Curriculum Plan						
Computing						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Computing for Nursery is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity, creativity, and problem solving. Technology in the Early Years can mean: -taking a photograph with an iPad/tablet -playing games on the interactive whiteboard -exploring mechanical toys -using a Beebot -watching video clips -listening to music.					
Reception	Technology Around Us	Technology Around Us	Where can a Beebot go?	Digital Printing	Program and Move	IT to communicate
	Recognising technology at school and home and using it responsibly	Recognising technology at school and home and choosing appropriate IT for a chosen task	Continue to use IT. Using simple instructions to program a Beebot	Choose and use IT. Choosing appropriate tools in a program to create artwork.	Continue to use IT. Using simple instructions to program items like a remote car.	Respond to questions and record using IT tools to answer.
Year 1	Technology Around US	Digital Painting	Digital Photography (Y2)	Pictograms (Y2)	Moving a Robot	Programming Animations – Scratch Jr Basic skills (transition unit to Year 2)
	Self-Image and Identity	Privacy and Security	Copyright and Ownership Health, wellbeing and lifestyle	Managing online Information	Online relationships	Online reputations Online bullying
Year 2	Technology Around US & Basic skills	Making Music	Branching Databases – J2E Branch (Y3)	Robot Algorithms – J2E Turtle instead of BeeBot	Digital Writing (Y1)	MakeCode – Getting started
	Self-Image and Identity	Privacy and Security	Copyright and Ownership Health, wellbeing and lifestyle	Managing online Information	Online relationships	Online reputations Online bullying
Year 3	Computing systems and networks – Connecting computers. (CS and DL)	Handling data - Excel - Spreadsheet layouts, terminology, formatting and simple formula. (IT)	Creating media – Animation - iMotion - Word. (IT)	Programming A – Sequence in music - Scratch. (CS and IT)	Programming B – Events and actions - Scratch. (CS and IT)	Creating media – Desktop publishing – Publisher (IT and DL)
	Privacy and Security	Creating media - Introduction to PowerPoint as presentation software. (DL and IT)	Copyright and Ownership	Managing Online Information		Cyberbullying
Year 4	Computing systems and networks – The Internet. (CS and DL)	Handling data - Excel - Formatting, autofill, charts. (IT)	Creating media – Audio editing - Audacity - PowerPoint. (IT and DL)	Programming A – Repetition in shapes - Scratch. (CS and IT)	Programming B – Repetition in games - Scratch. (CS)	Creating media - Photo Editing Paint 3D (IT and DL)
	Privacy and Security	Creating media - Linear presentations - PowerPoint. (DL and IT)	Copyright and Ownership	Managing Online Information		Cyberbullying
Year 5	Computing systems and networks – Information across the internet. (CS and DL)	Handling data - Excel - Sorting data, formulae, charts, interpreting data. (IT)	Creating media – Vector drawing - Publisher. (IT)	Programming A – Selection in physical computing - Crumbles. (CS and IT)	Programming B – Selection in quizzes - Scratch. (CS)	Creating media – Video production – iMovie. (IT and DL)
	Privacy and Security	Creating media - Multi-media presentations - PowerPoint. (DL and IT)	Copyright and Ownership	Managing Online Information	Managing Online Information	Cyberbullying
Year 6	Computing systems and networks - Search engines and how they work. (CS and DL)	Handling data - Excel - Advanced formula, charts, conditional rules. (IT)	Creating media – Web page creation – Sway (IT and DL)	Programming A – Variables in games - Scratch (CS and IT)	Programming B - Sensing - Microbits (CS and IT)	Creating Media - 3D Modelling - Tinkercad (IT)
	Privacy and Security					

		Creating media - Multi-path presentations - PowerPoint. (DL and IT)	Copyright and Ownership			Cyberbullying
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