Parkstone Primary School Subject Long Term Plan
Computing - Cycle A

	Autumn		Spring	Summer	
EYFS	Anti-Bullying week Toys with buttons		Safer Internet week Beebots		
Y1/2	<u>Y1 - Managing Online Information x3</u> Computing Systems and Networks - Technology Around Us	<u>Y1 - Copyright and ownership x 4</u> Grouping data	<u>Y1 - Privacy and Security x3</u> Creating media -digital music <u>Y2 - Privacy and Security x4</u> Creating media -digital music	<u>Y2 - Managing Online Information x5</u> Creating media - digital writing	<u>Y2 - Copyright and ownership x 2</u> Data and information - pictograms

	Y3/4	Y3 - Managing Online Information x6 Desk top publishing	Y3 - Copyright and ownership x 1 Y3 - Privacy and Security x3 Photo editing	Y4 - Privacy and Security x4 Physical programming crumble kits Y4 - Copyright and ownership x 2 Physical programming crumble kits (continued)		Y4 - Managing Online Information x3 Data loggers	Y4 - Managing Online Information x3 Branching databases	
	Y5/6	Y5 - Managing Online Information x8 Introduction to vector drawing	Y5 - Privacy and Security x3 Creating media - 3D modelling	Y5 - Copyright and ownership x 2 Y6 - Copyright and ownership x 2 Introduction to spreadsheets	Y6 - Privacy and Security x6 Spreadsheets - creating graphs	Y6 - Managing Online Information x6 Programming a game with different levels	Y6 - Managing Online Information x5 Programming a game with different levels (continued)	

Parkstone Primary School Subject Long Term Plan
Computing – Cycle B

	Autumn		Spring		Summer	
EYFS	Project Evolve – EYFS -Online Relationships x 2 EYFS – Managing Online Information x 2		Project Evolve EYFS – Self Image and Identity x1 EYFS - Health, Well-being and Lifestyle x2 EYFS - Privacy and Security x2		Project Evolve EYFS - Online Reputation x 1 EYFS - Online Bullying x 2 EYFS - Copyright and Ownership x 2	
Y1/2	Y1 – Online Relationships x 4 Computing Systems and Networks – Technology Around Us	Y2 – Online Relationships x 7 Using technology – Creating Media	Y1 – Self image and identity x2 Y1 – Health, Well-being and Lifestyle x1 Programming A- Moving a robot	Y2 – Self image and identity x2 Y2 – Health, Well-being and Lifestyle x2 Computing Systems and Networks – IT Around Us	Y1 – Online Reputation x2 Y1 – Online Bullying x1 Creating Media – Digital Photography	Y2 – Online Reputation x3 Y2 – Online Bullying x3 Programming A- Robot algorithms

Y3/4	Y3 – Online Relationships x 6 Computing Systems and Networks – Connecting Computers	Y4 – Online Relationships x 3 Creating Media – Stop-Frame Animation	Y3 – Self image and identity x3 Y3 – Health, Well-being and Lifestyle x2 Programming A Sequence in music	Y4 – Self image and identity x3 Y4 – Health, Well-being and Lifestyle x2 Computer Systems and Networks – The internet	Y3 – Online Reputation x3 Y3 – Online Bullying x2 Creating media – Audio Production (Audacity)	Y4 – Online Reputation x2 Y4 – Online Bullying x3 Programming A Repetition in shapes
Y5/6	Y5 – Online Relationships x 5 Computing Systems and Networks – Systems and Searching	Y6 – Online Relationships x 4 Video production- Use iPads to take videos and use software Kapwing video editor	Y5 – Self image and identity x2 Y5 – Health, Well-being and Lifestyle x4 Programming A- Selection in physical computing.	Y6 – Self image and identity x3 Y6 – Health, Well-being and Lifestyle x4 Computer Systems and Networks – Communication and Collaboration	Y5 – Online Reputation x2 Y5 – Online Bullying x6 Creating media webpage	Y6 – Online Reputation x2 Y6 – Online Bullying x2 Programming A Variables in games