Computing Long Term Plan 2023-2024

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	E-Safety	developing physical skills.	Exploring creatively to express own ideas and feelings.		Explore how things work.	
Reception		Develop motor skills.	Use a variety of materials.	Explore and refine a variety of artistic effects.	Explore the use of technology and how it can help us. What place does technology have in our world?	
Year 1		Technology around us	Word processing	Painting	Programming toys	Coding using scratch Jr
Year 2		Presentation skills	Using the internet	Computer Art	Programming – preparing for scratch	
Year 3		Desktop publishing	Programming	Online searchers and surfers	Word processing	learning loops using scratch
Year 4		presentation skills	Coding	Animation	Word processing	Quiz making
Year 5		Internet research and web design	Hour of code (Minecraft)	Coding using hopscotch	Creating a song using garage band	Animation using keynote
Year 6		Using Microsoft for a range of uses	Spreadsheets	Hour of code – dance party	Film making	

Digital Literacy (KS1/KS2) Physical development (EYFS
Computer Science (KS1/KS2) Expressive Arts and Design (EYFS)
Information Technology (KS1/KS2) Understanding the world (EYFS)

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Notes:

- Some areas of Computing, in particular ICT [word processing etc] and digital literacy [internet research etc] will be cross curricular and elements of the Computing Curriculum will be taught in other subjects, as well as in dedicated computing lessons.
- **E-Safety** **Will also be taught in one computing session each half term to revisit safety aspects (the first lesson of the half term if possible please).** Safer Internet Day will also cover many E-Safety areas.

Digital Literacy (KS1/KS2) Physical development (EYFS
Computer Science (KS1/KS2) Expressive Arts and Design (EYFS)
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