



COMPUTING SCIENCE LONG TERM PLAN

2023 - 2027

**Computing Long Term Plan
2023 -2027**

Year A 23-24	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computer systems and networks Improving mouse skills	Programming Algorithms unplugged	Skills showcase Rocket to the moon	Programming 2: Bee-bots/ virtual beebots.	Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: ScratchJr	Creating media: Stop motion	Data handling: International Space Station
Year 3/4	Networks and the internet	Programming scratch	Online safety	Emailing	Video trailers	Data handling: Investigating weather
Year 4/5	Journey inside a computer	Micro:bit	Mars Rover 1	Mars Rover 2	Programming music	Stop motion animation
Year 5/6	Search Engines	Programming music	Mars Rover 1	Mars Rover 2	Stop motion animation	Micro:bit

Year B 24-25	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computer systems and networks Improving mouse skills	Programming Algorithms unplugged	Skills showcase Rocket to the moon	Programming 2: Bee-bots/ virtual beebots.	Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Computing systems and networks 1:	Programming 1: Algorithms	Computing systems and networks 2:	Programming 2: ScratchJr	Creating media: Stop motion	Data handling: International Space Station

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	What is a computer?	and debugging	Word processing			
Year 3/4	Collaborative learning	Further coding	Website design	HTML	Data Handling: Comparison cards database	Journey inside a computer
Year 4/5	Collaborative learning	Further coding	Website design	Computational thinking	Search engines	HTML
Year 6	Intro to python	History of Computers	Online Safety Y6	Big data 1	Big data 2	Inventing a product

Year C 25-26	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computer systems and networks Improving mouse skills	Programming Algorithms unplugged	Skills showcase Rocket to the moon	Programming 2: Bee-bots/virtual beebots.	Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: ScratchJr	Creating media: Stop motion	Data handling: International Space Station
Year 3/4	Networks and the internet	Programming Scratch	Emailing	Video trailers	Data handling: Investigating the weather	Programming: Computational thinking

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Year 4/5	<i>Networks and the internet</i>	<i>Programming Scratch</i>	<i>Emailing</i>	<i>Video trailers</i>	<i>Data handling: Investigating the weather</i>	<i>Programming: Computational thinking</i>
Year 6	Bletchley park	Introduction to Python	Big data 1	Big data 2	History of the Computer	Inventing a product

Year D 26-27	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computer systems and networks Improving mouse skills	Programming Algorithms unplugged	Skills showcase Rocket to the moon	Programming 2: Bee-bots/ virtual beebots.	Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: ScratchJr	Creating media: Stop motion	Data handling: International Space Station
Year 3/4	Collaborative learning	Further coding	Online safety	Website design	Data Handling	HTML
Year 4/5	Programming music	Data: Mars Rover 1	Mars Rover 2	Micro:bits	Stop motion animation	Online Safety
Year 6	Bletchley park	Introduction to Python	Big data 1	Big data 2	History of the Computer	Inventing a product

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Tracking the curriculum across the year groups

Younger Yr 2						
Year A 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: ScratchJr	Creating media: Stop motion (Yr 2)	Data handling: International Space Station
Year B 3/4	Collaborative learning	Further coding	Website design	HTML	Data Handling: Comparison cards database	Journey inside a computer
Year C 3/4	Networks and the internet	Programming Scratch	Emailing	Video trailers	Data handling: Investigating the weather	Programming: Computational thinking
Year D 4/5	Programming music	Data: Mars Rover 1	Mars Rover 2	Micro:bits	Stop motion animation (Yr 5)	Online Safety
Older Yr 2						
Year A 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: ScratchJr	Creating media: Stop motion (Yr 2)	Data handling: International Space Station
Year B 3/4	Collaborative learning	Further coding	Website design	HTML	Data Handling: Comparison cards database	Journey inside a computer
Year C 4/5	Networks and the internet	Programming Scratch	Emailing	Video trailers	Data handling: Investigating the weather	Programming: Computational thinking
Year D 4/5	Programming music	Data: Mars Rover 1	Mars Rover 2	Micro:bits	Stop motion animation	Online Safety
Younger Yr 3						

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Year A 3/4	Networks and the internet	Programming scratch	Online safety	Emailing	Video trailers	Data handling: Investigating weather
Year B 3/4	Collaborative learning	Further coding	Website design	HTML	Data Handling: Comparison cards database	Journey inside a computer
Year C 4/5	Programming music	Data: Mars Rover 1	Mars Rover 2	Micro:bits	Stop motion animation	Online Safety
Year D 6	Bletchley park	Introduction to Python	Big data 1	Big data 2	History of the Computer	Inventing a product
Older Yr 3						
Year A 3/4	Networks and the internet	Programming scratch	Online safety	Emailing	Video trailers	Data handling: Investigating weather
Year B 4/5	Collaborative learning	Further coding	Website design	Computational thinking	Search engines	HTML
Year C 4/5	Programming music	Data: Mars Rover 1	Mars Rover 2	Micro:bits	Stop motion animation	Online Safety
Year D 6	Bletchley park	Introduction to Python	Big data 1	Big data 2	History of the Computer	Inventing a product
Younger Yr 4						
Year A 3/4	Networks and the internet	Programming scratch	Online safety	Emailing	Video trailers	Data handling: Investigating weather
Year B 4/5	Collaborative learning	Further coding	Website design	Computational thinking	Search engines	HTML
Year C 6	Bletchley park	Introduction to Python	Big data 1	Big data 2	History of the Computer	Inventing a product
Older Yr 4						
Year A 4/5	Programming music	Micro:bit	Mars Rover 1	Mars Rover 2	Stop motion animation	Journey inside a computer
Year B 4/5	Collaborative learning	Further coding	Website design	Computational thinking	Search engines	HTML

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Year C 6	Bletchley park	Introduction to Python	Big data 1	Big data 2	History of the Computer	Inventing a product
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Younger Y5						
Year A 4/5	Programming music	Micro:bit	Mars Rover 1	Mars Rover 2	Stop motion animation	Journey inside a computer
Year B 6	Intro to python	History of Computers	Online Safety Y6	Big data 1	Big data 2	Inventing a product

Older Y5						
Year A 5/6	Search Engines	Programming music	Mars Rover 1	Mars Rover 2	Stop motion animation	Micro:bit
Year B 6	Intro to python	History of Computers	Online Safety Y6	Big data 1	Big data 2	Inventing a product