



Andover CE Primary School LONG TERM PLAN – COMPUTING

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	DIGITAL LITERACY Using technology safely Pupils learn to recognise who we can trust with information and how that links to the online world. I am a super surfer! Pupils learn to recognise on and offline technology and how to use it safely with the help of trusted adults.		COMPUTER SCIENCE Understanding the parts of a computer Pupils learn to recognise the different parts of a computer Look what I can do Pupils learn that information can be used and created using technology.		INFORMATION TECHNOLOGY Using programming devices Pupils use different types of devices & to give and follow instructions. I am a computer scientist Pupils learn cause and effect in computing.	
1	Computing systems and networks: Technology around us E-safety	Creating media: Digital painting	Programming: Moving a robot	Data and information: Grouping Data E-safety	Creating media: Digital writing E-safety	Programming: Introduction to animation
2	Computing systems and networks: IT around us E-safety	Creating media: Digital photography	Programming: Robot algorithms	Data and information: Pictograms E-safety	Creating media: Making music E-safety	Programming: An introduction to quizzes
3	Computing systems and networks: Connecting computers E-safety	Creating media: Animation	Programming: Sequence in music	Data and information: Branching databases E-safety	Creating media: Desktop publishing E-safety	Programming: Events and actions
4	Computing systems and networks: The Internet E-safety	Creating media: Audio editing	Programming: Repetition in shapes	Data and information: Data Logging E-safety	Creating media: Photo editing E-safety	Programming: Repetition in games

5	Computing systems and networks: Sharing information <i>E-safety</i>	Creating media: Video editing	Programming: Selection in physical computing	Data and information: Flat-file databases <i>E-safety</i>	Creating media: Vector drawing <i>E-safety</i>	Programming: Selection in quizzes
6	Computing systems and networks: Communication <i>E-safety</i>	Creating media: Web page creation	Programming: Variables in games	Data and information: Spreadsheets <i>E-safety</i>	Creating media: 3D Modelling <i>E-safety</i>	Programming: Sensing