



## Long Term Plan for Computing

**Subject Leader: Rachael Preston**

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### E-Safety

When teaching E-Safety, please use <https://projectevolve.co.uk/> and refer to the E-Safety Overview in the Computing file for specific lessons. Children must sign the Pupil E-Safety Agreement in their first lesson. Please recap the indicated e-safety lesson at the beginning of each unit.

### Computing

Please use <https://teachcomputing.org/> to download your unit of work. Any specified Twinkl units have been downloaded in the Computing file.

**Substantive Concepts:** The substantive concepts are detailed below.

**Disciplinary Concepts:** The disciplinary concepts are identified unit headings in bold.

Year A (2021-2022)						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Class 1</b>	<b>E-Safety</b>	<b>Privacy and Security – E-Safety</b>  <b>Computer Navigation – Computer Skills (Twinkl Y1)</b>	<b>Online Relationships – E-Safety</b>  <b>Creating media – Digital painting (Y1)</b>	<b>Managing Online Information – E-Safety</b>  <b>Computing systems and networks – Technology around us (Y1)</b>	<b>Online Reputation – E-Safety</b>  <b>Programming A – Moving a robot (Y1)</b>	<b>Self-image and Identity – E-Safety</b>  <b>Programming – Programming Toys (Twinkl, Y1)</b>
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Information Technology	Digital Literacy	Computer Science	Computer Science
<b>Class 2</b>	<b>E-Safety</b>	<b>Privacy and Security – E-Safety</b>  <b>Creating media – Digital photography (Y2)</b>	<b>Online Relationships – E-Safety</b>  <b>Computing systems and networks – IT around us (Y2)</b>	<b>Managing Online Information – E-Safety</b>  <b>Programming A – Robot algorithms (Y2)</b>	<b>Online Reputation – E-Safety</b>  <b>Programming B – An introduction to quizzes</b>	<b>Self-image and Identity – E-Safety</b>  <b>Computer Navigation – Computing: Word Processing Skills (Twinkl Y1)</b>
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Digital Literacy	Computer Science	Computer Science	Information Technology

<b>Class 3</b>	<b>E-Safety</b>	<b>Privacy and Security – E-Safety</b>  <b>Creating media</b> – Photo editing (Y4)	<b>Online Relationships – E-Safety</b>  <b>Computing systems and networks –</b> Connecting computers (Y3)	<b>Managing Online Information – E-Safety</b>  <b>Computing systems and networks –</b> The Internet (Y4)	<b>Online Reputation – E-Safety</b>  <b>Programming A</b> – Sequence in music (Y3)	<b>Self-image and Identity – E-Safety</b>  <b>Microsoft processing</b> - Computing: Word Processing skills (Twinkl Y3)
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Digital Literacy	Digital Literacy	Computer Science	Information Technology
<b>Class 4</b>	<b>E-Safety</b>	<b>Privacy and Security – E-Safety</b>  <b>Creating media</b> – Audio editing (Y4)	<b>Online Relationships – E-Safety</b>  <b>Computing systems and networks –</b> Sharing information (Y5)	<b>Managing Online Information – E-Safety</b>  <b>Data and information –</b> Data logging (Y4)	<b>Online Reputation – E-Safety</b>  <b>Programming A</b> – Selection in physical computing (Y5) (supported by Micro:Bit Digital Flashcards)	<b>Self-image and Identity – E-Safety</b>  <b>Microsoft processing</b> – PowerPoint <i>Consider use of Computing: Presentation Skills (Twinkl Y3) to support planning.</i>
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Digital Literacy	Information Technology	Computer Science	Information Technology
<b>Class 5</b>	<b>E-Safety</b>	<b>Privacy and Security – E-Safety</b>  <b>Creating media</b> – 3D Modelling (Y6)	<b>Online Relationships – E-Safety</b>  <b>Computing systems and networks –</b> Communication (Y6)	<b>Managing Online Information – E-Safety</b>  <b>Programming A</b> – Variables in games (Y6)	<b>Online Reputation – E-Safety</b>  <b>Creating media</b> – Video editing (Y5)	<b>Self-image and Identity – E-Safety</b>  <b>) Microsoft processing</b> – Publisher <i>Consider use of Computing: Drawing and Desktop Publishing (Twinkl Y3) to support planning.</i>
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Digital Literacy	Computer Science Digital Literacy	Information Technology	Information Technology

Year B (2022-2023)						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Class 1</b>	<b>E-Safety</b>	<b>Privacy and Security</b> – E-Safety  <b>Computer Navigation</b> - Computer Skills (Twinkl Y1)	<b>Online Relationships</b> – E-Safety  <b>Creating media</b> – Digital writing (Y1)	<b>Online Information</b> – E-Safety  <b>Data and information</b> – Grouping data (Y1)	<b>Online Reputation</b> – E-Safety  <b>Programming B</b> – Introduction to animation (Y1)	<b>Self-image and Identity</b> – E-Safety  <b>Programming</b> with Scratch Jr (Twinkl, Y1)
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Information Technology	Information Technology	Computer Science	Computer Science
<b>Class 2</b>	<b>E-Safety</b>	<b>Privacy and Security</b> – E-Safety  <b>Creating media</b> – Digital music (Y2)	<b>Online Relationships</b> – E-Safety  <b>Data and information</b> – Pictograms (Y2)	<b>Managing Online Information</b> – E-Safety  <b>Programming</b> – Preparing for Turtle Logo (Twinkl, Y2)	<b>Online Reputation</b> – E-Safety  <b>Programming</b> – Turtle Logo and Scratch (Twinkl, Y2)	<b>Self-image and Identity</b> – E-Safety  <b>Computer Navigation</b> – Computing: Word Processing Skills (Twinkl Y1)
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Information Technology	Computer Science	Computer Science	Information Technology
<b>Class 3</b>	<b>E-Safety</b>	<b>Privacy and Security</b> – E-Safety  <b>Creating media</b> – Animation (Y3)	<b>Online Relationships</b> – E-Safety  <b>Data and information</b> – Branching databases (Y3)	<b>Managing Online Information</b> – E-Safety  <b>Programming B</b> – Events and actions (Y3)	<b>Online Reputation</b> – E-Safety  <b>Programming A</b> – Repetition in shapes (Y4)	<b>Self-image and Identity</b> – E-Safety  <b>Microsoft processing</b> - Computing: Word Processing skills (Twinkl Y3)
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Information Technology	Computer Science	Computer Science	Information Technology
<b>Class 4</b>	<b>E-Safety</b>	<b>Privacy and Security</b> – E-Safety	<b>Online Relationships</b> – E-Safety	<b>Managing Online Information</b> –	<b>Online Reputation</b> – E-Safety	<b>E-Safety</b> – Self-image and Identity

		<b>Creating media</b> – Vector drawing (Y5)	<b>Data and information</b> – Flat-file databases (Y5)	E-Safety <b>Programming B</b> – Repetition in games (Y4)	<b>Programming B</b> – Selection in quizzes (Y5)	<b>Microsoft processing</b> – PowerPoint <i>Consider use of Computing: Presentation Skills (Twinkl Y3) to support planning.</i>
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Information Technology	Computer Science	Computer Science	information Technology
<b>Class 5</b>	<b>E-Safety</b>	<b>Privacy and Security</b> – E-Safety  <b>Creating media</b> – Web page creation (Y6)	<b>Online Relationships</b> – E-Safety  <b>Data and information</b> – Spreadsheet (Y6)	<b>Managing Online Information</b> – E-Safety  <b>Programming B</b> – Sensing (Y6)	<b>Online Reputation</b> – E-Safety  <b>Programming</b> – Scratch Animated Stories (Twinkl, Y6)	<b>Self-image and Identity</b> – E-Safety  <b>Microsoft processing</b> – Publisher <i>Consider use of Computing: Drawing and Desktop Publishing (Twinkl Y3) to support planning.</i>
<b>Substantive concepts</b>	Digital Literacy	Information Technology	Information Technology	Computer Science	Computer Science	Information Technology