Computing LTP	Autumn 1:	Autumn 2:	Spring 1:	Spring 2:	Summer 1:	Summer 2:
Reception	Using technology in role-play e.g. phones, computers and keyboards, washing machines. Listening to music. Watching information video clips.	Taking a photo using an ipad.	Recording and creating videos of retelling traditional tales.	Understand how technology is used in their everyday lives	Searching for information on the internet.	Exploring mechanical toys and using beebots. Giving step by step instructions
Year 1	Improving mouse skills (5 lessons) Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art CONDENSED: L1-3	Algorithms unplugged (5 lessons) Algorithms, decomposition and debugging are made relatable to familiar contexts, following directions, learning why instructions need to be specific. CONDENSED: L1, 2, 4 and 5 only	Rocket to the moon (5 lessons) Developing keyboard and mouse skills through designing, building and testing. Creating a digital list of materials, using drawing software and recording data.	Espresso coding (5 lessons) On the move x 2 Simple inputs x 2 Debugging x 1 CONDENSED: L1-4	Digital imagery (5 lessons) Taking and editing photos, searching for and adding images to a project. CONDENSED: L1-3	Introduction to data (5 lessons) Learning what data is and the different ways it can be represented. Learning why data is useful and the ways it can be gathered and recorded.
	Online Safety Using the internet safely	Online Safety Online emotions	Online Safety Always be kind and	Online Safety Posting and sharing		
			considerate	online		

Year 2	What is a computer? (5 lessons) Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world to design their own computerised invention. CONDENSED: L1,2 AND	Algorithms and debugging (5 lessons) Developing an understanding of; what algorithms are, how to program them and how they can be developed to be more efficient. CONDENSED: L1,2,4	Word processing (5 lessons) Developing touch typing skills, learning keyboard shortcuts and simple editing tools.	Espresso coding (5 lessons) Different sorts of inputs x 2 Buttons and directions x 2 Debugging x 1 CONDENSED: L1-4	Stop Motion (5 lessons) Using tablet devices, learn how to create simple animations from storyboarding creative ideas.	International Space Station (5 lessons) Learning how data is collected, used and displayed and the scientific learning of the conditions needed for plants and humans to survive. CONDENSED: L1,3
	Online Safety What happens when I post online?	AND 5 Online Safety How do I keep my things safe online?	Online Safety Who should I ask?	Online Safety It's my choice	Online Safety Is it true?	AND 5
Year 3	Networks and the internet (5 lessons) Learning what a network is and how devices communicate and share information. CONDENSED: L1,3 AND 5	Espresso coding (5 lessons) Sequence and animation x 2 Conditional events x 2 Debugging x 1 CONDENSED: L1-4	Word processing (5 lessons) TBC	Video trailers - iPads (5 lessons) Developing digital video skills to create trailers, with special effects and transitions.	Journey inside a computer (5 lessons) Assuming the role of computer parts and creating paper versions of computers to consolidate understanding of	Comparison cards databases (5 lessons) Learning about records, fields and data and sorting and filtering data.
	Online Safety Beliefs, opinions and facts on the internet	Online Safety When being online makes me upset	Online Safety Sharing of information	CONDENSED: L1-4 Online Safety Rules of social media platforms	how a computer works. CONDENSED: L1,2 AND 5 Online Safety Assessment	

Year 4	Collaborative learning (5 lessons) Learning how to work collaboratively and exploring a range of collaborative tools. CONDENSED: L1,3,4 AND 5	Scratch (5 lessons) - Scratch reminder - Identify scratch code - Introduction to variables - making a variable - Times tables project	Website design (5 lessons) Learning how web pages and sites are created and how to embed media and links.	HTML (5 lessons) Learning about the markup language behind a webpage; becoming familiar with HTML tags, changing HTML and CSS code to alter images and 'remix' a live website.	Computational thinking (5 lessons) Solving problems effectively using the four areas of abstraction, algorithm design, decomposition and pattern recognition. CONDENSED: L1-4	Investigating weather (5 lessons) Researching and storing data on spreadsheets and designing a weather station. CONDENSED: L1,3,4 AND 5
	Online Safety What happens when I search online?	Online Safety How do companies encourage us to buy online?	Online Safety Fact, opinion or belief?	Online Safety What is a bot?	Online Safety What is my #TechTimetable like?	
Year 5	Search engines (5 lessons) Learning about how page rank works and how to identify inaccurate information. CONDENSED: L1-4	Programming music (5 lessons) Scratch Building-on programming and music skills to create different sounds, beats and melodies which are put to the test with a Battle of the Bands performance! CONDENSED: L1-4	Mars Rover 1 (5 lessons) Learning about the Mars Rover, exploring how and why it transfers data including instructions, and how messages can be sent using binary code. CONDENSED: L1,2, AND 4	Micro:bit (5 lessons) Creating algorithms and programs that are used in the real world. Using the 'predict, test and evaluate' cycle to create and debug programs with specific aims.	Stop motion animation (5 lessons) Creating animations, storyboard ideas and decomposing a story into small parts before putting it together to create the illusion of a moving image. CONDENSED: L1-4	Mars Rover 2 (5 lessons) Exploring how the Mars rover: moves, follows instructions, collects and sends data; understanding how computers work, what data is and how it is transferred.
	Online Safety Online protection	Online Safety Online communication	Online Safety Online reputation	Online Safety Online bullying	Online Safety Online health	Online Safety

Year 6	Big data 1	Programming: Intro to	Bletchley Park	History of computers	Programming	Inventing a product
	(5 lessons)	<u>Python</u>	(5 lessons)	(5 lessons)	Python 2	(5 lessons)
	Identifying how	(5 lessons)	Discovering the	Writing, recording and		Designing a product,
	barcodes and QR codes	Using the	history of Bletchley	editing radio plays set		pupils: evaluate,
	work. Learning how	programming	and learning about	during WWII, learning		adapt and debug
	infrared waves are used	language 'Python' to	code breaking and	about how computers		code to make it
	for the transmission of	create designs and art.	password hacking	have evolved.		suitable for their
	data while recognising	Learning how to				needs and designing
	the uses of RFID.	create loops and				products in CAD and
		nested loops to make	CONDENSED: L1-3	CONDENSED: L3,4		creating a website
		their code more		AND 5		and video.
	CONDENSED: L1,3,4	efficient.				
	AND 5					
		CONDENSED: L1-4				
	Online Sefety	Online Sefety	Online Sefety	Online Sefety	Online Sefety	Online Sefety
	Online Safety Life online	Online Safety	Online Safety	Online Safety	Online Safety	Online Safety Think before you click
	Life offilitie	Sharing online	Creating a positive reputation	Capturing evidence	Password protection	Think before you click
			Γεραιατίστι			