

	Autumn	Spring	Summer
Year A			
Topic	<ol style="list-style-type: none"> 1. E-safety (Google Interland) 2. Coding (Espresso level 5) 	<ol style="list-style-type: none"> 1. Spreadsheets (6.3 Purple Mash) 2. Databases (Purple Mash) 	<ol style="list-style-type: none"> 1. Game creator (purple mash) 2. MicroBits
Relevant area of Programme of study	<p>-use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p>-understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration</p> <p>-design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>-use sequence, selection, and repetition in programs; work with variables and various forms of input</p>	<p>-use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software (including internet services) on a range of digital devices to design and</p> <p>-create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p>	<p>-select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p> <p>-design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>-use sequence, selection, and repetition in programs; work with variables and various forms of input</p>

	and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		
Vocabulary	<p>Sequence, Timer, Variable</p> <p>Digital footprint, Password, PEGI rating, Phishing, Screen time, Spoof website</p> <p>online safety, reputable, shared image, reference, smart rules, encryption, plagiarism, bibliography, password, identify theft, citatiuons</p> <p>Action, algorithm, animation, app, background, boolean, bug, change, debugging, error , event, execute, inout, instructions, loop, message box, object, operator, output, pixe, pointer, program, properties, random, repeat, run, scope, selection, sequence, simulate, simulation, sprite, string, syntax, tap, value, varialbe</p>	Average, formula, Copy and paste, charts, cells, columns, charts, spreadsheet, rows, move cell, equals tool, random tool	Animation, Computer game, Customise, evaluation, image, instructions,texture,screenshot, interactive, perspective, playability CAD, modelling, 3D, viewpoint, 2D, Net, 3d printing polygon
Concepts	E-safety and coding	Spreadsheets and databases	Concept Mapping
Key Knowledge	can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation	-create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	-select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish

	can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems		given goals, including collecting, analysing, evaluating and presenting data and information
Year B			
Topic	<ol style="list-style-type: none"> 1. E safety (Purple Mash 5.2) 2. Coding (Espresso level 6) 	<ol style="list-style-type: none"> 1. Spreadsheets (Purple Mash 5.3) 2. Blogging (Purple Mash) 3. 3D Modelling (CAD - taught through DT) 	<ol style="list-style-type: none"> 1. Networks (Purple Mash) 2. MicroBits
Relevant area of Programme of study	<p>-use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p> <p>-understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration</p> <p>-design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p>	<p>-use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p> <p>-select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p> <p>-understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities</p>	<p>-understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration</p> <p>-design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>-use sequence, selection, and repetition in programs; work with variables and various forms of input</p>

	-use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	they offer for communication and collaboration	
Vocabulary	<p>Digital footprint, Password, PEGI rating, Phishing, Screen time, Spoof website</p> <p>online safety, reputable, shared image, reference, smart rules, encryption, plagiarism, bibliography, password, identify theft, citatiuons</p> <p>Action, algorithm, animation, app, background, boolean, bug, change, debugging, error , event, execute, inout, instructions, loop, message box, object, operator, output, pixe, pointer, program, properties, random, repeat, run, scope, selection, sequence, simulate, simulation, sprite, string, syntax, tap, value, varialbe</p>	<p>average, columns, advance mode, copy and paste, cells, charts, columns, equals, formula, rows, random, timer, spreadsheet, spin tool, random tool, move cell</p>	<p>concept map, text based adventure, debug, function, sprite,</p>
Concepts	E safety and coding	Spreadsheets, Computer-aided Design and blogging	Networks
Key Knowledge	can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation	-create a range of programs, systems and content that accomplish given goals, including collecting, analysing,	-understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities



Computing Long Term Plan UKS2



	can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems	evaluating and presenting data and information	they offer for communication and collaboration
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