

Computing Long term Plan 2023-2024

EYFS	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p>Homes and Families</p> <p>Sorting objects (maths) → Kapow Unit 5: Introduction to data (sorting & categorising).</p> <p>Role play (home corner, building houses) → Kapow Unit 3: Exploring hardware (familiar tech in homes).</p>	<p>Traditional Tales</p> <p>Following cooking/craft instructions (Diwali candles, Christmas crafts, pancakes prep) → Kapow Unit 2: All about instructions.</p> <p>Early sequencing in maths (ordering, AB patterns) → Kapow Unit 5: Data handling foundations.</p>	<p>Animals</p> <p>Sorting animals (science/natural world) → Kapow Unit 5: Introduction to data.</p> <p>Story role play (giving instructions, re-enacting story events) → Kapow Unit 2: Instructions.</p>	<p>By the Seaside</p> <p>Making and testing pirate ships → Kapow Unit 2: Instructions & debugging.</p> <p>Maps (pirate theme) → early Kapow Unit 4: Programming/algorithm ms.</p>	<p>Dinosaurs</p> <p>Exploring fossils and bones (sorting, categorising) → Kapow Unit 5: Data handling.</p> <p>Building dinosaur models (step-by-step) → Kapow Unit 2: Following instructions.</p>	<p>Toys</p> <p>Exploring old/new toys → Kapow Unit 3: Exploring hardware (technology over time).</p> <p>Toy shop role play with tills/phones → Kapow Unit 3: Exploring hardware.</p> <p>Sorting and comparing toys → Kapow Unit 5: Data handling.</p>

Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p>Homes and Families</p> <p>Exploring senses & body parts → photos, simple tech use → Kapow Unit 3: Exploring hardware.</p>	<p>Traditional Tales</p> <p>Building houses/bridges for Three Pigs/Billy Goats → Kapow Unit 2: Following instructions & debugging.</p>	<p>Animals</p> <p>Grouping animals/habitats → Kapow Unit 5: Sorting, branching data.</p> <p>Safer Internet Day → Kapow Unit 1: Using a</p>	<p>By the Seaside</p> <p>Pirate ship making/testing → Kapow Unit 2: Sequencing & debugging.</p> <p>Early map-making → Kapow Unit 4: Programming</p>	<p>Dinosaurs</p> <p>Bee-Bots with maps → Kapow Unit 4: Programming Bee-Bots.</p> <p>Categorising fossils/bones →</p>	<p>Toys</p> <p>Exploring old vs. modern toys → Kapow Unit 3: Exploring hardware.</p> <p>Toy instruments/role play with shop tills → Kapow Unit 3.</p>

	Sorting/counting (maths) → Kapow Unit 5: Introduction to data.	Christmas crafts (step-by-step tasks) → Kapow Unit 2	computer (logging in, online safety).	algorithms (links to Bee-Bots later).	Kapow Unit 5: Data handling.	Sorting and comparing → Kapow Unit 5.
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Y1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing systems and networking: Improving mouse skills	Programming 1: Algorithms unplugged	Skills showcase: rocket to the moon	Programming 2: Bee-Bots	Creating media: Digital imagery online safety	Data handling: Introduction to Data online safety
Online Safety Links	Passwords					

Y2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing systems and networks 1 What is a computer?	Programming 1 Algorithms and debugging	Computing systems and networks 2 Word processing	Programming 2 Programming Scratch Jr	Creating media Stop Motion <i>Online safety</i>	Data handling International Space Station <i>Online safety</i>
Online Safety Links						

Y3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing systems and networks 1: Networks	Programming: Scratch	Computing systems and networks 2: Emailing	Computing systems and networks 3: Journey inside a computer	Data handling: Comparison cards databases	Online safety
Online Safety Links	Lesson 4: Be kind online Lesson 5: Fake Emails					

Y4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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	Computing systems and networks: Collaborative learning	Programming 1: Further coding with Scratch	Creating media: Website design	Skills showcase: HTML	Programming 2: Computational thinking Online safety	Data handling: Investigating weather Online safety
Online Safety Links	Working with others online – being kind/appropriate online					

Y5	Autumn 1 (8)	Autumn 2 (7)	Spring 1 (6)	Spring 2 (6)	Summer 1 (4w3d)	Summer 2 (7)
	Programming 1 Programming music	Computing systems and networks Search engines	Data handling Mars Rover 1	Online Safety: Year 5	Creating media Stop motion animation	Skills showcase MarsRover 2
Online Safety Links						

Y6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Online Safety	Bletchley Park and the History of Computing	Programming Intro to Python	Data handling Big data 1 Creating media	Data Handling Big Data 2	Exploring AI
Online Safety Links	All lessons related to Online safety	Passwords, encryptions, codes				