



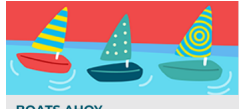



Computing Long Term Plan

(2024-25: Class 1-Nursery Reception Year 1, Class 2-year 3, Class 3-year 6)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1 Reception	 <p>AWESOME AUTUMN Age: 4-6 years</p> <p>Curriculum Links: Science, Maths, English, D&T</p> <p>Concepts & Approaches: Collaborating, Creating, Tinkering, Logic, Persevering, Patterns, Decomposition, Algorithms, Abstraction</p> <p>These handy cards provide key questions to prompt discussion in your classroom linked to the Barefoot computational thinking concepts and approaches.</p> <p>Barefoot Computing</p>	 <p>WINTER WARMERS Age: 4-6 years</p> <p>Curriculum Links: Science, Maths, English, D&T</p> <p>Concepts & Approaches: Collaborating, Creating, Tinkering, Logic, Persevering, Patterns, Decomposition, Algorithms, Abstraction</p> <p>These handy cards provide key questions to prompt discussion in your classroom linked to the Barefoot computational thinking concepts and approaches.</p> <p>BarefootComputing 9</p>	 <p>SUPER SPACE - EARLY YEARS Age: 4-6 years</p> <p>Curriculum Links: Science</p> <p>Concepts & Approaches: Abstraction, Tinkering, Persevering, Patterns, Logic, Decomposition, Collaborating, Algorithms</p> <p>Includes 3 space themed activities to develop pupils computational thinking and problem solving skills. Include creating algorithms to direct a rocket through space and spotting patterns in pictures of aliens.</p> <p>BarefootComputing</p>	 <p>BUSY BODIES Age: 4-6 years</p> <p>Curriculum Links: PSHE, English, Science</p> <p>Concepts & Approaches: Algorithms, Decomposition, Debugging, Logic, Patterns, Abstraction</p> <p>Provides four activities that help children discover how bodies move and grow. Using the resources provided they explore and learn about parts of the body, growth and movement.</p> <p>Simple algorithms are created and adapted to form a routine of movements.</p> <p>BarefootComputing</p>	 <p>BOATS AHOY Age: 4-6 years</p> <p>Curriculum Links: Science, Maths, English, D&T</p> <p>Concepts & Approaches: Algorithms, Decomposition, Creating, Tinkering, Logic, Patterns, Abstraction, Collaborating</p> <p>Takes children on a journey of discovery as they investigate boats. Four activities make up this set of resources. Includes different uses of boats, floating and sinking predictions, creating a good boat through exploring designs and role play.</p> <p>BarefootComputing</p>	 <p>PEOPLE WHO HELP US Age: 4-6 years</p> <p>Curriculum Links: Maths, English, PSHE</p> <p>Concepts and Approaches: Algorithms, Collaboration, Persevering, Creating, Pattern, Logical reasoning, Tinkering, Abstraction</p> <p>Three activities based on our everyday superheroes, which have been designed to help pupils develop their computational thinking skills. Create patterns on a police car, guide a delivery person to their destination and design a uniform for a firefighter!</p> <p>BarefootComputing</p>
Class 1 Year 1	Houses and Homes	Celebrations	Our Wonderful World		Animals	Emergencies
	Computing Systems and Algorithms Y1 Technology All Around Us	Creating Media and Effective Use of Tools Y1 Digital Painting	Programming and Algorithms Y1 Programming Year A Moving a Robot	Data & Information and Algorithms Y1 Grouping Data	Creating Media and Effective Use of Tools Y1 Digital Writing	Programming and Design & Development Y1 Programming Year B Programming Animations
Year 2	Computing Systems and Networks Y2 Information Technology Around Us	Creating Media and Effective Use of Tools Y2 Digital Photography	Algorithms and Programming Y2 Programming A Robot Algorithms	Data & Information and Effective use of Information Y2 Pictograms	Creating Media and Design & Development Y2 Making Music	Programming and Design & Development Y2 programming B Programming Quizzes

Year 3	Computing systems and Network Connecting Computers	Creating Media and Effective Use of To Stop Frame Animation	Programming and Design & Development Sequencing Sounds	Data & Information and Effective Use of Tools Branching Databases	Creating Media and Effective Use of Tools Desktop Publishing	Programming and Design & Development Events and actions in programs
Year 4	Networks and Safety & Security The Internet	Programming and Design & Development Creating media - audio production	Algorithms and Programming Repetition in Shapes	Computing Systems and Data & Information Datalogging	Effective Use of Tools and Creating Media Photo editing	Programming and Design & Development Repetition in Games
Year 5	Networks and Effective Use of Tools Systems and Searching	Creating Media and Design & Development Video Production	Programming and Computing Systems Selection Physical Computing	Data Information and Effective Use of Tools Flat-file databases	Creating Media and Effective use of Tools Vector drawing	Algorithms and Programming Selection in quizzes
Year 6	Computing systems and Networks Communication and Collaboration	Creating Media and Design & Development Webpage creation	Programming and Design & Development Variables in Games	Data Information and Effective Use of Tools Introduction to spreadsheets	Creating Media and Effective use of Tools 3D modeling	Programming B and Computing Systems Sensing Movement