WYBUNBURY DELVES
C of E Primary School

Long Term Plan

Subject:	Computing				
Scheme:	Teach Computing + Code Studio				
	Autumn		Spring		Summer
	Coding (Code Studio) and online safety taught across the year				
Teach Units	*Computing systems and networks*	*Creating Media*	*Programming A*	*Data and Information*	*Creating Media*	*Programming B*
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping data	Digital Writing	Programming animations
	Recognising technology in school and using it responsibly.	*Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.*	*Writing short algorithms and programs for floor robots, and predicting program outcomes.*	*Exploring object labels, then using them to sort and group objects by properties.*	*Using a computer to create and format text, before comparing to writing non-digitally.*	*Designing and programming the movement of a character on screen to tell stories.*
Year 2	IT Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
	Identifying IT and how its responsible use improves our world in school and beyond.	*Capturing and changing digital photographs for different purposes*	*Creating and debugging programs, and using logical reasoning to make predictions.*	*Collecting data in tally charts and using attributes to organise and present data on a computer.*	*Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.*	*Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.*
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	*Capturing and editing digital still images to produce a stop-frame animation that tells a story*	*Creating sequences in a block-based programming language to make music*	*Building and using branching databases to group objects using yes/no questions.*	*Creating documents by modifying text, images, and page layouts for a specified purpose.*	*Writing algorithms and programs that use a range of events to trigger sequences of actions*
Year 4	The Internet	Audio Production	Repetition in shapes	Data Logging	Photo Editing	Repetition in games
	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	*Capturing and editing audio to produce a podcast, ensuring that copyright is considered.*	*Using a text-based programming language to explore count-controlled loops when drawing shapes.*	*Recognising how and why data is collected over time, before using data loggers to carry out an investigation.*	*Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.*	*Using a block-based programming language to explore count-controlled and infinite loops when creating a game.*
Year 5	Systems and Searching	Video Production	Selection in Physical Computing	Flat File Databases	Introduction to Vector Graphics	Selection in Quizzes
	Recognising IT systems in the world and how some can enable searching on the internet.	*Planning, capturing, and editing video to produce a short film*	*Exploring conditions and selection using a programmable microcontroller.*	*Using a database to order data and create charts to answer questions.*	*Creating images in a drawing program by using layers and groups of objects.*	*Exploring selection in programming to design and code an interactive quiz.*
Year 6	Communication and collaboration	WebPage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement
	Exploring how data is transferred by working collaboratively online.	*Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.*	*Exploring variables when designing and coding a game.*	*Answering questions by using spreadsheets to organise and calculate data.*	*Planning, developing, and evaluating 3D computer models of physical objects*	*Designing and coding a project that captures inputs from a physical device.*