



Wood Field Primary School

Computing Long Term Plan

Year	Autumn 1	Autumn 2		Spring 1	Spring 2		Summer 1	Summer 2
EYFS	Computing through continuous provision	Computing Systems and networks: Using a computer		Programming 1: All about instructions	Computing Systems and networks: Exploring hardware		Programming 2: Programming Bee-Bots	Data Handling: Introduction to Data handling
Year 1	Computing systems and networks: Improving mouse skills	Programming 1: Algorithms unplugged		Skills showcase: Rocket to the moon	Programming 2: Programming Beebots		Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Computing and network systems 1: What is a computer?	Programming 1: Algorithms and debugging		Computing and network systems 2: Word processing	Programming 2: Scratch Jr		Creating media: Stop motion	Data Handling: International Space Station
Year 3	Computing systems and networks 1: Networks	Programming: Programming Scratch		Computing systems and networks 2: Emailing	Computing systems and networks 3: Journey inside a computer		Creating media: Video trailers	Data handling: Comparison cards databases
Year 4	Computing systems and networks: Collaborative Learning	Programming 1: Further coding with Scratch		Creating media: Website design	Skills showcase: HTML		Programming 2: Computational thinking	Data handling: Investigating weather
Year 5	Computing networks and systems: Search engines	Programming 1: Programming music		Data handling: Mars Rover 1	Programming 2: Micro:bit		Creating media: Stop motion animation	Skills showcase: Mars Rover 2

Year 6	Computing systems and networks: Bletchingley Park	Programming: Introduction to Python		Data handling: Big Data 1	Creating media: History of computers		Data handling: Big Data 2	Skills showcase: Inventing a product
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