

Computing LTP 2021 - 2022

Year Group	Autumn	Spring	Summer
Reception	Links to Digital Literacy and ICT beyond school	Links to Information Technology	Links to Computer Science
	I am a super surfer!	Look what I can do!	I am a computer scientist
Year 1	Information Technology/ Digital Literacy	Computer Science	Information Technology/ Digital Literacy
	Basic Computing Skills Children must use laptops/ Chrome Books	Programming Robots (Beebots) Give BC dates as soon as possible for when to book these out in spring term.	Presenting information
NC strand	use technology purposefully to create, organise, store, manipulate and retrieve digital content ; recognise common uses of information technology beyond school ; use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	<ul style="list-style-type: none"> ●understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs 	<ul style="list-style-type: none"> ●use technology purposefully to create, organise, store, manipulate and retrieve digital content ●use technology safely and respectfully, keeping personal information private; ●identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
Year 2	Computer Science	Data Collection	Information Technology

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	Scratch Jr	Storing & Presenting Data	Modifying Text & Images
NC strand	<ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs 	<ul style="list-style-type: none"> use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 	<ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private
Year 3	Computer Science	Information Technology	Design (Information Technology)
	Programming a Game (Scratch)	Emails	Publishing Online Content
	<ul style="list-style-type: none"> Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. Use sequence ... in programs; work with variables and various forms of input and output. Use logical reasoning to detect and correct errors in algorithms and programs. Select, use and combine a 	<ul style="list-style-type: none"> To 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. To understand computer networks including the 	<ul style="list-style-type: none"> Combine a mixture of text, graphics and sound to share ideas and learning. Use appropriate keyboard commands to amend text. Be able to effectively use a spell checker. Evaluate their work and improve its effectiveness. Use an appropriate tool to share their work online.

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	variety of software ... to design and create ... content that accomplish(es) given goals, including ... presenting ... information.	internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	
Year 4 and Mixed 4 / 5 class	Computer Science	Computer Science	Computer Science/ Digital Literacy
	Y4: Branching databases 4/5 mix: Create/ search databases Will include some aspects of Branching Databases for Y4 children	Coding with Scratch	Computer Networks
NC strand	<ul style="list-style-type: none"> ● 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 	<ul style="list-style-type: none"> ● design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ● 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 	<ul style="list-style-type: none"> ● use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. ● 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

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Year 5	Computer Science	Information Technology	Information Technology/ Digital Literacy
	Difference between www & internet	Stop Motion Animation	3D Modelling with Sketchup
NC strand	<ul style="list-style-type: none"> • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact • 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 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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
Year 6	Computer Science	Information Technology	Computer Science
	Coding Using Variables (Scratch)	Spreadsheets: Excel	HTML - Website Creation
NC strand	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical	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	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical

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	reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
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