New Pastures Primary School
Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Myself Using the interactive whiteboard	My World Using the interactive whiteboard Beebots	Castles and Knights Using the interactive whiteboard Recording sound/ sound buttons	Are we there yet? Using the interactive whiteboard Beebots	How things grow Using the interactive whiteboard Beebots Cameras/camera function	Where do animals live? Using the interactive whiteboard Recording sound/ sound buttons
KS1 A	1.1 Technology around us	1.2 Digital painting	1.3 Moving a robot	2.1 Information technology around us	2.2 Digital photography	2.3 Robot algorithms
KS1 B	1.4 Grouping Data	1.5 Digital Writing	1.6 Programming animations	2.4 Pictograms	2.5 Digital music	2.6 Programming quizzes
LKS2 A	3.1 connecting computers	3.2 stop-frame animation	3.3 sequencing sounds	4.1 the internet	4.2 Audio production	3.6 Events and actions in programs
LKS2 B	3.4 Branching databases	3.5 Desktop publishing	4.3 Repetition in shapes	4.4 Data logging	4.5 photo editing	4.6 Repetition in games
UKS2 A	5.1 Systems and searching	5.2 Video production	5.3 Selection in physical computing	6.1 Communication and collaboration	6.2 Webpage creation	6.3 Variables in games
UKS2 B	5.4 Flat-file databases	5.5 Introduction to vector graphics	5.6 Selection in quizzes	6.4 Introduction to spreadsheets	6.5 3D modelling	6.6 sensing movement