St John's Catholic Primary School – Computing Long Term Plan 2023/24

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Online Safety	Taught throughout the year across Computing & PSHE Self-image and Identity, Online relationships, Online reputation, Online bullying, Managing online information Health, wellbeing and lifestyle Privacy and security Copyright and ownership					
Autumn	IT: Basic Computing Skills Pupils will learn how to log in and shut down a computer accurately and begin to understand the importance of a password.	IT: What is a Computer? Pupils will learn how to identify a computer's different parts and talk about the role computers play in our society.	CS: Coding - Prediction and Debugging Pupils to learn how to use prediction when coding to test and debug written programs.	IT: Branching Databases Pupils learn about the concept of branching database and create their own using presentation software (DL taught using Microsoft Office to evidence understanding)	IT: Stop Motion Animation Pupils will learn about all aspects of stop frame animation. They will storyboard their own story before using a software package to create their own stop frame animation.	IT: Creating Formula in Excel Pupils will learn how to organise data and make calculations using the application Microsoft Excel.
Spring	DL: Using text-based programs Pupils will learn how to use a word processing program to write and format text. They will add in digital images and consider the audience for their work.	CS: Programming using Scratch Jr Pupils will use the Scratch Jr app to write their own block code several different projects that can easily be made cross curricula.	IT: Emails Pupils will learn how to respond to emails safely and the dangers of phishing or scam emails (DL taught through discussions of modern media use and creating pieces of media using various applications)	CS: Coding - Designing a Game Pupils to use their knowledge of Scratch to create a formula one style game.	CS: Coding - Using Variables Pupils to identify different types of variables. what conditionals are and understand how variables are used in computer programming.	CS: Coding - Programming a Game Using the application Scratch, pupils will create an interactive, playable game using conditionals, variables and operators.
Summer	CS: Programming, coding & Robotics Pupils to explore how to control both physical and virtual robots with a sequence of commands.	DL: Storing and Presenting Data Pupils to understand what data is, and how we store that data in different ways. Storing data on a computer allows us to quickly sort it and present it as information in graphs and charts.	IT: Publishing Online Content Pupils will be introduced to graphic design, marketing, developing their publishing skills.	IT: Pixel Art: spreadsheet Pupils to create a piece of pixel artwork using a grid format	CS&DL: The Internet & The World Wide Web In this unit the children will learn the difference between the WWW and the internet. They will also understand what is meant by IP address. IT: 3D Modelling Children will learn to design models using online CAD software.	IT&DL: Social Media & Being Safe Online Pupils will learn about the purpose of social media and different aspects of social media and how to use it safely

IT: Information Technology   DL: Digital Literacy   CS: Computer Science