

Federation of St. Cuthbert's and St. Sebastian's Catholic Primary Schools

COMPUTING: CURRICULUM: LONG TERM PLAN



Assessment of retained knowledge, understanding and skills (Summer Term)



	AUTUMN TERM	SPRING TERM	SUMMER TERM
EYFS	Computer Science Seeks to acquire basic skills in turning on and operating some ICT equipment (UW_22-36). Operates mechanical toys, e.g. turns the knob on a windup toy or pulls back on a friction car (UW_22-36) Information Technology Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones (UW_30-50). Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images (UW_30-50).	Information Technology Knows how to operate simple equipment, e.g. turns on CD player and uses remote control (UW_30-50). Knows that information can be retrieved from computers (UW_30-50). Completes a simple program on a computer (UW_40-60). Uses ICT hardware to interact with age-appropriate computer software (UW_40-60).	Digital Literacy Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes (UW_ELG)
Y1	Computer Science – Programming Toys	Information Technology – Ebooks	Information Technology - Talking Books
	<u>Information Technology – Vlogging</u>	Digital Literacy – Searching for images	<u>Information Technology – Digital Cards</u>
	<u>PREVENT</u> : D1 staying safe / D2 Internet	PREVENT: D1 staying safe / D2 Internet	PREVENT: D1 staying safe / D2 Internet
Y2	Information Technology – Researching	Information Technology – Photography	Computer Science – Computer Games
	Computer Science – Programming On Screen	<u>Digital Literacy – Collecting Data</u>	<u>Information Technology – Email</u>
	PREVENT: D1: staying safe / D2: Internet	PREVENT: D1: staying safe / D2: Internet	PREVENT: C6: Global community / D1: staying safe / D2: Internet

Y3	Computer Science - Animation	<u>ICT - Screencast presentations</u>	<u>Digital Literacy - Safe communication</u>
	Computer Science - Debugging PREVENT: D1: staying safe / D2: Internet Computational Thinking: Design	Digital Literacy – Video performance PREVENT: D1: staying safe / D2: Internet Creativity: Digital Compositions	ICT - Collecting and analysing data PREVENT: D1: staying safe / D2: Internet Programming: Software Development
Y4	Computational Networks: HTML Editors PREVENT: D1: staying safe / D2: Internet/ D3: Social media/ D5: Social media pressures	Communication: Wiki Pages PREVENT: D1: staying safe / D2: Internet/ D3: Social media/ D5: Social media pressures/ E1: Power of the press	Productivity: Meteorologists PREVENT: D1: staying safe / D2: Internet/ D3: Social media/ D5: Social media pressures
Y5	Computer Science - Errors in Algorithms	Digital Literacy – Geometry and Art	Information Communication -Blogging
	Computer Science – Interactive Programmes PREVENT: D1: staying safe / D2: Internet/ D3: Social media	<u>Digital Literacy – Website Creation</u> PREVENT: D1: staying safe / D2: Internet/ D3: Social media/ D4: Social networking patterns/ D5: Social media pressures	Information Communication - Creating Virtual Spaces PREVENT: D1: staying safe / D2: Internet/ D3: Social media
Y6	App Planning	Productivity (Market Research)	Programming (Mobile App designing)
	Computational thinking (Project Managers) PREVENT: D1: staying safe / D2: Internet/ D3: Social media	Communication (Interface Design) PREVENT: D1: staying safe / D2: Internet/ D3: Social media	Creativity (Marketing) PREVENT: D1: staying safe / D2: Internet/ D3: Social media