



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



## COMPUTING : CURRICULUM : LONG TERM PLAN

### RETURN AND REVIEW

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

	AUTUMN TERM	SPRING TERM	SUMMER TERM
<b>EYFS</b>	<p><b>Computer Science (22-36m)</b></p> <ul style="list-style-type: none"> <li>Seeks to acquire basic skills in turning on and operating some ICT equipment.</li> <li>Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car.</li> </ul> <p><b>Information Technology (30-50m)</b></p> <ul style="list-style-type: none"> <li>Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.</li> <li>Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> </ul>	<p><b>Information Technology (30-60m)</b></p> <ul style="list-style-type: none"> <li>Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.</li> <li>Knows that information can be retrieved from computers.</li> <li>Completes a simple program on a computer.</li> <li>Uses ICT hardware to interact with age-appropriate computer software.</li> </ul>	<p><b>Digital Literacy (ELG)</b></p> <ul style="list-style-type: none"> <li>Children recognise that a range of technology is used in places such as homes and schools.</li> <li>They select and use technology for particular purposes.</li> </ul>
<b>Y1</b>	<p><b>Computer Science – Programming Toys</b></p> <p><b>Information Technology – Vlogging</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet</i></p>	<p><b>Information Technology – EBooks</b></p> <p><b>Digital Literacy – Images Using The Web</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet</i></p>	<p><b>Information Technology – Talking Books</b></p> <p><b>Information Technology – Digital Cards</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet</i></p>
<b>Y2</b>	<p><b>Information Technology – Researching</b></p> <p><b>Computer Science – Programming On Screen</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet</i></p>	<p><b>Information Technology – Taking Photographs</b></p> <p><b>Computer Science– Collecting Data</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet</i></p>	<p><b>Computer Science – Computer Games</b></p> <p><b>Information Technology – E-Mail</b></p> <p><i>PREVENT: C6: Global community / D1: staying safe / D2: Internet</i></p>
<b>Y3</b>	<p><b>Computer Science – Programming an Animation</b></p> <p><b>Computer Science – Debugging</b></p> <p><i>PREVENT: C6: Global community / D1: staying safe / D2: Internet</i></p>	<p><b>Digital Literacy – Communicating Safely on the Internet</b></p> <p><b>Digital Literacy – Sharing Experiences and Opinions</b></p> <p><i>PREVENT: C6: Global community / D1: staying safe / D2: Internet</i></p>	<p><b>Information Technology – Video Editors</b></p> <p><b>Information Technology &amp; Digital Literacy – Presenting Evaluating Investigating</b></p> <p><i>PREVENT: C6: Global community / D1: staying safe / D2: Internet</i></p>

Y4	<p><b>Computer Science: Game Development</b></p> <p><b>Information Technology: Editing &amp; Writing HTML</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet / D3: Social Media / D5: Social Media Pressures</i></p>	<p><b>Information Technology: Producing Digital Music</b></p> <p><b>Information Technology: Creating Digital Toys</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet / D3: Social Media / D5: Social Media Pressures / E1: Power of the Press</i></p>	<p><b>Digital Literacy: Presenting Information on the Internet</b></p> <p><b>Digital Literacy: Networks</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet / D3: Social Media / D5: Social Media Pressures</i></p>
Y5	<p><b>Computer Science – Interactive Game Development</b></p> <p><b>Information Technology – Secure Communication</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet / D3: Social Media / D5: Social Media Pressures</i></p>	<p><b>Information Technology – Creating Digital Artwork</b></p> <p><b>Digital Literacy – Writing for Different Audiences</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet / D3: Social Media / D5: Social Media Pressures</i></p>	<p><b>Computer Science - Programming &amp; Debugging</b></p> <p><b>Information Technology - Spreadsheets &amp; Databases</b></p> <p><i>PREVENT: D1: Staying Safe / D2: Internet / D3: Social Media / D5: Social Media Pressures</i></p>
Y6	<p><b>Information Technology – Creating a Mobile App</b></p> <p><b>Computer Science - Programming &amp; Debugging (Text-Based Coding)</b></p> <p><i>PREVENT: C6: Global community / D1: staying safe / D2: Internet / D3: Social Media</i></p>	<p><b>Computer Science - Computational Thinking</b></p> <p><b>Computer Science – Game Creation</b></p> <p><i>PREVENT: C6: Global community / D1: staying safe / D2: Internet / D3: Social Media</i></p>	<p><b>Information Technology / Computer Science - Spreadsheets &amp; Networks</b></p> <p><b>Computer Science - Programming &amp; Debugging</b></p> <p><i>PREVENT: C6: Global community / D1: staying safe / D2: Internet / D3: Social Media</i></p>