Sytchampton Endowed Primary School – Long Term Plan for Computing - Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 and 2	Improving mouse skills	Algorithms unplugged	Rocket to the moon – keyboard and mouse skills	What is a computer? Inputs and outputs	Algorithms and debugging	Word Processing
Year 3 and 4	Emailing	Scratch	Creating media	Computing systems and networks	Further coding with Scratch	Computational thinking
Year 5 and 6	Micro:bit – creating algorithms and programs	Mars Rover – how it captures and transfers information	Mars Rover 2 – how it moves and sends data	Bletchley Park and the history of computers	AI	Inventing a product

Sytchampton Endowed Primary School – Long Term Plan for Computing – Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 and 2	Data	Digital imagery	Introduction to data	Scratch Jr	Stop motion animation	International space station – how data is used
Year 3 and 4	Online Safety	Comparison card database	Journey inside a computer	Collaborative learning	Investigating websites	HTML
Year 5 and 6	Spreadsheets	Stop motion animation	Search engines	Big data 1 – how barcodes and QR codes work	Big data 2 – understanding how networks share information	Introduction to Python – using the programming language