## Computing Long Term Plan (Knowledge)

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Online Safety -Using technology purposefully to create. Using technology purposefully to organiseUsing technology purposefully to store. Using technology purposefully to manipulateUsing technology purposefully to retrieveRecognising common uses of information technology beyond schoolUsing technology safely and respectfully.	Programming Toys -Algorithms and what they areHow algorithms are implemented as programs on digital devicesPrograms and how they execute by following precise and unambiguous instructionsCreating and debugging simple programsUsing logical reasoning to predict the behaviour of simple programsUsing technology purposefully to createUsing technology purposefully to organiseUsing technology purposefully to retrieve.	Painting -Using logical reasoning to predict the behaviour of simple programsUsing technology purposefully to createUsing technology purposefully to manipulate.	Computing Skills -Using technology purposefully to manipulateUsing technology purposefully to retrieveUsing technology safely and respectfully.	Word Processing Skills -Using technology purposefully to createUsing technology purposefully to organiseUsing technology purposefully to storeUsing technology purposefully to manipulateUsing technology purposefully to retrieveRecognising common uses of information technology beyond school.	Scratch Jr Programming -Algorithms and what they areHow algorithms are implemented as programs on digital devices -Programs and how they execute by following precise and unambiguous instructionsCreating and debugging simple programsusing logical reasoning to predict the behaviour of simple programs
Year 2	Online Safety Digital footprints Keywords You be the judge Rate and review Being kind online Cyber snakes and ladders	Preparing for Turtle Logo Moving forward and making turns Half and quarter turns Right 90 and left 90 Completing algorithms Command abbreviations From here to there	Programming Turtle Logo and Scratch Drawing shapes Repeat Movement and sound Repeat and say something Green flag Sprites	Digital Artists Pixel pointillism Mastering Mondrian Producing Picasso Matching Monet Perfecting pop art Magnificent masterpiece	Presentation Skills Folders What is a presentation? New slide and slide layout Add and format an image Reorder slides and present Searching and printing	Technology Around Us Technology in school Technology in the home A world of information technology What is the use of information technology? The story of information technology Information technology of the future
Year 3	Online Safety computer networks including the Internet;	Programming Turtle Logo and Scratch designing, writing and debugging programs that accomplish specific	Word Processing using technology safely, respectfully and responsibly	Internet Research and Communication  computer networks including the Internet;	Presentation Skills selecting, using and combining a variety of software (including Internet services) on a	Using and Applying selecting, using and combining a variety of software (including Internet services) on a

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	computer networks including the Internet; opportunities computer networks offer for communication and collaboration; using technology safely, respectfully and responsibly; how to recognise acceptable and unacceptable behaviour; how to identify a range of ways to report concerns about content and contact.	goals including controlling or simulating physical systems;  solving problems by decomposing them into smaller parts;  using sequence, selection and repetition in programs; work with variables and various forms of input and output;  using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;	how to recognise acceptable and unacceptable behaviour; how to identify a range of ways to report concerns about content and contact.	how computer networks can provide multiple services, such as the World Wide Web;  opportunities computer networks offer for communication and collaboration;	range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information;	range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information;  Drawing and Desk Top Publishing selecting, using and combining a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information;		
Year 4	Online Safety Using technology safely, respectfully and responsibly; how to recognise acceptable and unacceptable behaviour; how to identify a range of ways to report concerns about content and contact.	Scratch: Questions and Quizzes  Designing, writing and debugging programs that accomplish specific goals including controlling or simulating systems; solving problems by decomposing into smaller parts; using sequence, selection and repetition in programs; work with variables and various forms of input and output.	Programming Turtle Logo  Designing, writing and debugging programs that accomplish specific goals including controlling or simulating systems; solving problems by decomposing into smaller parts; using sequence, selection and repetition in programs; work with variables and various forms of input and output; using logical	Animation Selecting, using and combining a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Word Processing Selecting, using and combining a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Using and Applying Selecting, using and combining a variety of software to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information		

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				reasoning to explain				
				how some simple				
				algorithms work and to				
				detect and correct errors				
				in algorithms and				
			Control Devices	programs.	De d'e Grade	City is a second in		
		Online Safety	Scratch: Developing	Flowol	Radio Station	Strategic Searching	Using and Applying	
		Using search	Games	Designing, writing and	Selecting, using and	Online	Selecting, using and	
		technologies effectively;	Designing, writing and	debugging programs	combining a variety of	Use search technologies	combining a variety of	
		how results are selected	debugging programs	that accomplish specifics	software (including	effectively, appreciate	software to design and	
		and ranked; how to be	that accomplish specifics	goals including	internet services) on a	how results are selected	create a range of	
		discerning in evaluating	goals including	controlling or simulating	range of digital devices	and ranked, and be	programs, systems and	
		digital content; using	controlling or simulating	physical systems; solve	to design and create a	discerning in evaluating	content that accomplish	
		technology safely,	physical systems; solve	problems by	range of programs,	digital content.	given goals, including	
		respectfully and	problems by	decomposing into	systems and content		collecting, analysing,	
	Year	responsibly; how to recognise acceptable	decomposing into smaller parts; using	smaller parts; using sequence, selection and	that accomplish given goals, including		evaluating and presenting data and	
		and unacceptable	sequence, selection and	repetition in programs;	collecting, analysing,		information	
	5	behaviour; how to	repetition in programs;	work with variable and	evaluating and		IIIIOIIIIatioii	
		identify a range of ways	work with variable and	various forms of input	presenting data and			
		to report concerns about	various forms of input	and output; using logical	information.			
		content and contact.	and output; using logical	reasoning to explain	illioilliation.			
		content and contact.	reasoning to explain	how some simple				
			how some simple	algorithms work and				
			algorithms work and	detect and correct errors				
			detect and correct errors	in algorithms and				
			in algorithms and	programs.				
			programs.	programs:				
r		Online Safety	Scratch: Animated	Kodu programming:	Spreadsheets:	Film making:	Using and Applying:	
		- using technology	stories	- selecting, using and	- selecting, using and	-understand computer	Selecting, using and	
		safely, respectfully and	- designing, writing and	combining a variety of	combining a variety of	networks including the	combining a variety of	
		responsibly	debugging programs	software (including	software (including	Internet;	software to design and	
			that acomplish specific	Internet services) on a	Internet services) on a	- how computer	create a range of	
			goals including	range of digital devices	range of digital devices	networks can provide	programs, systems and	
			controlling or simulating	to design and create a	to design and create a	multiple services, such	content that accomplish	
	Year		physical systems,	range of programs,	range of programs,	as the world wide web;	given goals, including	
	6		- solving problems by	systems and content	systems and content	- opportunities computer	collecting, analysing,	
			decomposing into	that accomplish given	that accomplish given	networks offer for	evaluating and	
			smaller parts;	goals, including	goals, including	communication and	presenting data and	
			- using sequence,	collecting, analysing,	collecting, analysing,	collaboration;	information	
			selection, and repetition	evaluating and	evaluating and	- using search		
			in programs; work with	presenting data and	presenting data and	technologies effectively;		
			variables and various	information;	information;	- how results are		
L						selected and ranked;		

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	forms of input and output; - using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;	- designing, writing and debugging programs that accomplish specific goals including controlling or simulating physical systems; - solving problems by decomposing into smaller parts; - using sequence, selection, and repetition in programs; work with variables and various forms of input and output; - using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;		<ul> <li>how to be discerning in evaluating digital content;</li> <li>selecting, using and combining a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information;</li> </ul>	

Field Trips Theme Days