

# The Three Saints Academy Trust



## Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1 – Safer Internet Day (Online bullying)	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	<b>Technology around me</b>	<b>Sequence games – giving instructions</b>	<b>Creativity with iPads</b>	<b>Same or different sorting activities</b>	<b>Programmable toys – codapillar</b>	<b>Photo book – transition (e.g. Tapestry)</b>
<b>Education for a Connected World</b>	Self-image and identity Health, well-being and lifestyle Online relationships Online reputation Privacy and Security	Health, well-being and lifestyle	Copyright and ownership	Self-image and identity Health, well-being and lifestyle	Health, well-being and lifestyle	Self-image and identity Copyright and ownership Online relationships Online reputation Privacy and security
<b>Year 1</b>	<b>Technology Around Us</b>	<b>Moving a robot</b>	<b>Digital Painting</b>	<b>Grouping Data</b>	<b>Introduction to animation</b>	<b>Digital Writing</b>
<b>Education for a Connected World</b>	Health, well-being and lifestyle Copyright and ownership Online relationships Online reputation Privacy and Security	Health, well-being and lifestyle	Copyright and ownership	Copyright and ownership	Health, well-being and lifestyle	Copyright and ownership Privacy and Security
<b>Year 2</b>	<b>IT around us</b>	<b>Robot algorithms</b>	<b>Digital photography</b>	<b>Pictograms</b>	<b>Introduction to quizzes</b>	<b>Making music</b>
<b>Education for a Connected World</b>	Health, well-being and lifestyle Online relationships Online reputation Privacy and Security	Health, well-being and lifestyle	Copyright and ownership Online relationships Managing online information Online bullying	Self- image and identity Privacy and security Health, well-being and lifestyle	Health, well-being and lifestyle	Copyright and ownership
<b>Year 3</b>	<b>Connecting computers</b>	<b>Sequence in music</b>	<b>Animation</b>	<b>Branching databases</b>	<b>Events and actions</b>	<b>Desktop publishing</b>
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<b>Year 4</b>	<b>The Internet</b>	<b>Repetition in shapes</b>	<b>Audio editing</b>	<b>Data logging</b>	<b>Repetition in games</b>	<b>Photo editing</b>
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<b>Year 5</b>	<b>Sharing information</b>	<b>Selection in physical computing</b>	<b>Vector drawing</b>	<b>Flat-file databases</b>	<b>Selection in quizzes</b>	<b>Video editing</b>
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<b>Year 6</b>	<b>Communication</b>	<b>Variables in games</b>	<b>3D Modelling</b>	<b>Spreadsheets</b>	<b>Sensing</b>	<b>Web page creation</b>
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Computing systems and networks
Creating media
Data and information
Programming