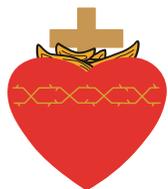




Sacred Heart Catholic Primary School

Computing Curriculum Long Term Plan (2022-2023)

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation Year	<p>Digital Literacy Introduction to Online Safety Digital Literacy Computer Skills</p> <p>Intent: Children will be able to log in and use the computer independently and begin to understand the importance of not sharing passwords.</p>	<p>Information Technology Exploring Mini Mash</p> <p>Intent: To increase independence when logging in and selecting a program of their choice.</p>	<p>Information Technology Technology at Home</p> <p>Intent: To think about what technology is used in their homes.</p>	<p>Information Technology Exploring Simple City</p> <p>Intent: To visit different areas and find comparisons with their own experiences and environments of those around them.</p>	<p>Information Technology Exploring and using media and materials</p> <p>Intent: To improve mouse control using a variety of different programs including painting and music making.</p>	<p>Computer Science Blubots</p> <p>Intent: To be able to explore simple coding and debugging skills.</p>
Year 1	<p>Digital Literacy Online Safety & Exploring Purple Mash – 1.1</p> <p>Intent: To understand the importance of logging in safely and protecting your personal information.</p>	<p>Information Technology Grouping and sorting – 1.2 & Pictograms 1.3</p> <p>Intent: To sort items on the computer using grouping activities and understand that data can be represented in picture format.</p>	<p>Computer Science Lego Builders – 1.4</p> <p>Intent: To emphasise the importance of following instructions, creating simple instructions on the computer and consider how the order affects the results.</p> <p>Computer Science Maze Explorers – 1.5</p> <p>Intent: To understand the functionality of basic direction keys and how to create and debug a set of instructions.</p>	<p>Information Technology Animated Story Books - 1.6</p> <p>Intent: To introduce e-books and add animation, sound and backgrounds to a story before sharing it.</p>	<p>Computer Science Coding – 1.7</p> <p>Intent: To understand what coding means, introduce 2code and design a scene for a program using collision detections.</p>	<p>Digital Literacy Spreadsheets – 1.8</p> <p>Intent: To introduce spreadsheets, adding images and using the speak and count tools.</p> <p>Digital Literacy Technology Outside School – 1.9</p> <p>Intent: To walk around the local community and find and record examples of where technology is used.</p>



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Year 2	<p>Digital Literacy Online Safety – 2.2</p> <p>Intent: To know how to refine searches, introduce 2email as a communication tool and understand that information put online leaves a digital footprint.</p>	<p>Digital Literacy PowerPoint (Office)</p> <p>Intent: L.O. To use basic computer skills to organise ideas for a presentation with text, formatting images and then present and print presentation.</p>	<p>Information Technology Creating pictures – 2.6</p> <p>Intent: L.O. To recreate art from a variety of artists digitally using 2Paint.</p>	<p>Computer Science Coding – 2.1</p> <p>Intent: L.O. To understand what an algorithm and debugging is and create a complex program that tells a story.</p>	<p>Digital Literacy Spreadsheets – 2.3</p> <p>Intent: L.O. To review prior use of spreadsheets and use a spreadsheets to add amounts and create a table and block graph.</p>	<p>Information Technology Making Music – 2.7</p> <p>Intent: L.O. To be introduced to making music digitally using 2Sequence and create their own tune using the sounds which they have added to the sounds section.</p>
	<p>Information Technology Effective Searching – 2.5</p> <p>Intent: To understand the terminology associated with searching and gain a better understanding of searching on the internet.</p>					<p>Information Technology Presenting Ideas – 2.8</p> <p>Intent: To explore how a story can be presented in different ways and make a presentation to the class.</p>
Year 3	<p>Digital Literacy Online Safety – 3.2</p> <p>Intent: To know what makes a safe password, why PEGI restrictions exist and where to turn for help if necessary.</p>	<p>Digital Literacy PowerPoint (Office)</p> <p>Intent: To create a branching story using PowerPoint ensuring they add themes, transitions, audio and animations to the presentation.</p>	<p>Computer Science Coding - 3.1</p> <p>Intent: To design, write and program that simulates a physical system and understand and debug programs.</p>	<p>Information Technology Email (Including Email safety) 3.5</p> <p>Intent: To think about different methods of communication and write and explore emails.</p>	<p>Information Technology Branching Databases – 3.6</p> <p>Intent: To create a branching database of the children's choice.</p>	<p>Information Technology Spreadsheets – 3.3</p> <p>Intent: To create pie charts and bar charts and understand the advanced mode in 2Calculate.</p>
	<p>Information Technology Touch Typing – 3.4</p> <p>Intent: To introduce typing terminology and understand the correct way to use the keyboard</p>				<p>Information Technology Graphing – 3.8</p> <p>Intent: To enter data into a graph and present results of an investigation.</p>	



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Year 4	<p>Digital Literacy Online Safety – 4.2</p> <p>Intent: To understand how they can protect themselves online and the importance of balancing game and screen time.</p> <p>Information Technology Effective Searching – 4.7</p> <p>Intent: To locate information on the search results page and assess whether a source is true and reliable.</p>	<p>Digital Literacy Word Processing (Office)</p> <p>Intent: To use basic computer skills, keyboard shortcuts and insert and format text boxes.</p>	<p>Computer Science Coding - 4.1</p> <p>Intent: To understand if/else statements, variables and the use of the repeat commands and tigers and to explore how 2code is to be used.</p>	<p>Information Technology Writing for different audiences – 4.4</p> <p>Intent: To explore how font size and style can affect the impact of a text and use simulated scenarios to write for a community</p>	<p>Information Technology Animation – 4.6</p> <p>Intent: To learn how animations are created and be introduced to stop motion animation.</p>	<p>Computer Science Hardware Investigators – 4.8</p> <p>Intent: To understand and recall different parts that make up a computer.</p> <p>Computer Science Logo – 4.5</p> <p>Intent: To use and build procedures in logo and show an understanding of the language.</p>
Year 5	<p>Digital Literacy Online Safety - 5.2</p> <p>Intent: To gain a greater understanding of the impact sharing digital content can have and know how to maintain secure passwords.</p> <p>Information Technology Databases – 5.4</p> <p>Intent: To learn how to search for information and create a database around a chosen topic.</p>	<p>Digital Literacy Microsoft Word (Office)</p> <p>Intent: To be able to present information in a variety of ways.</p>	<p>Computer Science Coding – 5.1</p> <p>Intent: To create a playable competitive game and create a program to inform others.</p>	<p>Information Technology Spreadsheets – 5.3</p> <p>Intent: To use a spreadsheet to plan an event</p>	<p>Information Technology 3D modelling – 5.6</p> <p>Intent: To explore the effect of moving points when designing and understand printing and making.</p> <p>Information Technology Concept Maps – 5.7</p> <p>Intent: To create a collaborative concept map and present this to an audience</p>	<p>Computer Science Game Creator – 5.5</p> <p>Intent: To create a game environment, quest, finish and share the game</p>
Year 6	<p>Digital Literacy Online Safety – 6.2</p> <p>Intent: To identify benefits and risks of</p>	<p>Digital Literacy Spreadsheets (Office)</p> <p>Intent: To enter data and formulae into a</p>	<p>Digital Literacy Blogging – 6.4</p> <p>Intent: To identify the purpose of writing a blog,</p>	<p>Computer Science Coding – 6.1</p> <p>Intent: To design and write a more complex</p>	<p>Computer Science Understanding Binary – 6.8</p> <p>Intent: To explain how whole numbers are used as</p>	<p>Information Technology Quizzing – 6.7</p> <p>Intent To make a quiz that requires the user</p>



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	<p>mobile devices, review the meaning of digital footprint and understanding the importance of balancing screen time.</p>	<p>spreadsheet, use a spreadsheet to solve problems and design a spreadsheet for a specific purpose.</p>	<p>understand how to write a blog, contribute to a blog and the importance of commenting on blogs.</p>	<p>program introducing functions, user input and making a text based adventure.</p>	<p>the basis for representing all types of data in digital systems</p> <p style="text-align: center;">Computer Science Networks – 6.6</p> <p>Intent: To find out what a LAN and WAN are and find out about the age of the internet and what the future might hold.</p>	<p>to search and database and tests your teachers or parents.</p>
	<p>Information Technology Text Adventures – 6.5</p> <p>Intent: To code their own story based adventure.</p>					

Digital Literacy

Information Technology

Computer Science



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Additional Units:

Year 2 – Questioning

Year 3 – Simulations

Year 4 – Spreadsheets

Year 6 – Spreadsheets (looking at Excel)