

Highfield Primary School Computing Long-term plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Online safety
EYFS: Reception	Set up continuous provision in your classroom:	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data	
Year 1	Computing systems and networks: Improving mouse skills	Programming 1: Commands unplugged	Skills showcase: Rocket to the moon	Programming 2: Bee-Bots	Creating media: Digital imagery	Data handling: Introduction to data	Online safety: Year 1
Year 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Option 1: Programming 2: MakeCode	Creating media: Stop motion: Using tablets	Data handling: International Space Station	Online safety: Year 2
Year 3	Computing systems and networks 1: Networks	Programming: Scratch	Microsoft Office 365: Computing systems and networks 2: Emailing	Computing systems and networks 3: Journey inside a computer	Video trailers – Option 1: Using devices other than iPads	Data handling: Comparison cards databases	Online safety: Year 3
Year 4	Google: Computing systems and networks: Collaborative learning	Programming 1: Further coding with Scratch	Google: Creating media: Website design	Skills showcase: HTML		Data handling: Investigating weather	Online safety: Year 4
Year 5	Computing systems and networks: Search engines		Data handling: Mars Rover 1	Programming 2: BBC micro:bit	Stop-motion animation – Option 1: Stop Motion Studio	Skills showcase: Mars Rover 2	Online safety: Year 5
Year 6	Computing systems and networks: Bletchley Park and the history of computers	Computing systems and networks: Exploring AI	Data handling 1: Big Data 1	Programming: Exploring Python	Data handling 2: Big Data 2	Skills showcase: Inventing a product	Online safety: Year 6