



Term 1	Programming challenges	Backwards programming - Debugging	How to add characters?	Planning a project using a storyboard	Creating a program	What is floor programming?	How to use floor turtle? Designing a map	How to map floor turtle around a map or in an obstacle?
Term 2	YR2 /25(1)	YR2 /26(1)	YR2 /27(1)	YR2 /28(1)	YR2 /29(1)	YR2 /30(1)	YR2/31(1)	YR2/32(1)
	<b>TURTLE WORLD</b>				<b>NETWORKS</b>			
	Programming a turtle	Plotting a journey with turtle	Creating words using routes	Planning the best route - Using a turtle	What is a network? Using software to draw a network	How do mobile phones work? What is a satellite network?	Understanding satellite networks	Making and presenting a model of network and adding labels

**COMPUTING YEAR 3 LONG TERM PLAN with CURRICULUM STANDARDS**

YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR3/1(1)	YR3/2(1)	YR3/3(1)	YR3/4(1)	YR3/5(1)	YR3/6(1)	YR3/7(1)	YR3/8(1)
	<b>THE WORLD WIDE WEB</b>				<b>PODCASTS</b>			
	What is the world wide web? Using a search engine	Taking notes from world wide web	Formatting text	Non-chronological report making	Presentation skills	What is a podcast?	Recording a podcast jingle	Planning and recording an interview
Term 1	YR3/9(1)	YR3/10(1)	YR3/11(1)	YR3/12(1)	YR3/13(1)	YR3/14(1)	YR3/15(1)	YR3/16(1)
	<b>PODCASTS</b>		<b>KEEPING MYSELF SAFE</b>			<b>ALGORITHMS AND PROGRAMMING - PART 1</b>		
	Planning and recording a news report podcast	Keeping a device diary	Creating a document about online safety	Being safe and responsible online	Introduction to comics	Making a comic about being kind - Using MS word	Reviewing algorithms	Scratch introduction
YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR3/17(1)	YR3/18(1)	YR3/19(1)	YR3/20(1)	YR3/21(1)	YR3/22(1)	YR3/23(1)	YR3/24(1)
	<b>ALGORITHMS AND PROGRAMMING -PART 1</b>				<b>ALGORITHMS AND PROGRAMMING - PART 2</b>			
	Using algorithms	Programming a sprite	Using keyboard input	Planning and making your maze game	Playtesting your maze game	Creating and drawing 2D shapes algorithms	Creating custom blocks in Scratch	Sequencing of instructions
Term 2	YR3/25(1)	YR3/26(1)	YR3/27(1)	YR3/28(1)	YR3/29(1)	YR3/30(1)	YR3/31(1)	YR3/32(1)
	<b>ALGORITHMS AND PROGRAMMING -PART 2</b>			<b>MANAGING MY DIGITAL WORLD</b>				
	Design a turtle program using scratch	Debugging a program using Scratch	Creating repeating algorithms using 2D shapes	Importance of files and folders	Managing files and folders	Introduction to online and offline storage	Keeping your data safe	Creating a digital diagram

**COMPUTING YEAR 4 LONG TERM PLAN with CURRICULUM STANDARDS**

YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR4/1(1)	YR4/2(1)	YR4/3(1)	YR4/4(1)	YR4/5(1)	YR4/6(1)	YR4/7(1)	YR4/8(1)
	<b>ONLINE SAFETY</b>				<b>SEARCHING AND COMPARING</b>			
	Explaining e-safety	What is cyberbullying? Explore what cyberbullying looks like	Creating a green screen video about cyberbullying	Cropping and merging scenes on your green screen application	Planning a recording script , Designing the backdrop for green screen video	Recording a green screen video	Reliability of online source	Creating and editing a table in MS Word
Term 1	YR4/9(1)	YR4/10(1)	YR4/11(1)	YR4/12(1)	YR4/13(1)	YR4/14(1)	YR4 /15(1)	YR4/16(1)
	<b>SEARCHING AND COMPARING</b>			<b>DESKTOP PUBLISHING</b>				
	Using more complex search techniques	Planning a research project using search engine	Presenting your research	Recognising the features of a news article	Using textboxes ,Creating and formatting	Using appropriate images in news article	Inserting and manipulating images and shapes ,Planning a news article	Adding layers to and grouping objects , Drafting and creating a news article

YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
	YR4 /17(1)	YR4/18(1)	YR4/19(1)	YR4/20(1)	YR4/21(1)	YR4/22(1)	YR4/23(1)	YR4/24(1)
Term 2	<b>PROGRAMMING (PART-1)</b>				<b>GRAPHICS MANIPULATION AND COPYRIGHT</b>			
	Understanding what an algorithm is , Use sequencing to create accurate algorithms	Writing programs following a set of rules ,predicting the outcome of a program	Understanding repetition in an algorithm , Repetitions in Scratch	Recognising and using nested loops within an algorithm	Creating your own flower patterns	Understanding digital images ,Creating pixel artwork , Graphic file formats	Formatting an image,Searching an image	What are filters?What is a copyright?
	YR4/25(1)	YR4/26(1)	YR4/27(1)	YR4/28(1)	YR4/29(1)	YR4/30(1)	YR4/31(1)	YR4/32(1)
Term 2	<b>GRAPHICS MANIPULATION</b>				<b>PROGRAMMING (PART-2)</b>			
	Designing and creating a magazine cover	Understanding and using conditional actions in Scratch	Using conditional switches in Scratch	Conditions that stop a repeated action	Creating a simple game in Scratch	Using conditional selection , Conditional loops , Collision detection in game	Planning your scratch game	Creating your maze game

### COMPUTING YEAR 5 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
	YR5/1(1)	YR5/2(1)	YR5/3(1)	YR5/4(1)	YR5/5(1)	YR5/6(1)	YR5/7(1)	YR5/8(1)
Term 1	<b>STOP MOTION ANIMATION AND GREEN SCREEN</b>				<b>PROGRAMMING (PART 1)</b>			<b>NETWORKS AND THE INTERNET</b>
	What makes a good animation? Researching well known animators/Planning your animation	Storyboarding your animation Getting your backgrounds ready/ Collecting and making your characters and props	Editing your animation and adding sound/Creating an invitation to your screening	Understanding IF and THEN conditional statements/Using conditions to start an action in scratch/Using 'IF... THEN... ELSE...' blocks in scratch	Using nested conditions/Breaking down a project	Creating a game (Part 1) Creating a game (Part 2)	Creating a game (Part 3) /Writing instructions for your game	What are physical networks? Major developments in communication
	YR5/9(1)	YR5/10(1)	YR5/11(1)	YR5/12(1)	YR5/13(1)	YR5/14(1)	YR5/15(1)	YR5/16(1)
Term 1	<b>NETWORKS AND THE INTERNET</b>			<b>ONLINE SECURITY</b>		<b>PROGRAMMING (PART 1)</b>		
	Finding out about networks/Making a model network/Service provided by the internet	How do search engine works? Using an advanced search method	Criminal uses of the internet/Phishing scams/How to spot a fake website?	Keeping secure/Choosing good password What is biometric security?	Online security report/Presenting your report about online security/Creating an advert	Recapping conditional statements and loops	Modifying and user testing algorithms	Developing your algorithm into code

YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
	YR5/17(1)	YR5/18(1)	YR5/19(1)	YR5/20(1)	YR5/21(1)	YR5/22(1)	YR5/23(1)	YR5/24(1)
Term 2	<b>PROGRAMMING (PART 2)</b>					<b>SPREADSHEETS</b>		
	Planning an interactive game	Creating your game	Planning a driving game	Creating original art work	Adding complexity to your game	Completing your game and giving feedback	How to use a spreadsheet?	Formatting a spreadsheet
	YR5/25(1)	YR5/26(1)	YR5/27(1)	YR5/28(1)	YR5/29(1)	YR5/30(1)	YR5/31(1)	YR5/32(1)
Term 2	<b>SPREADSHEETS</b>							
	Using spreadsheet to make calculations	Creating a chart	Recording the result of an experiment	Analysing the data from your experiment	Displaying the result of an experiment	Party planner spreadsheet (part 1)	Party planner spreadsheet (part 2)	Party planner spreadsheet (part 3)

### COMPUTING YEAR 6 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
	YR6/1(2)	YR6/2(2)	YR6/3(2)	YR6/4(2)	YR6/5(2)	YR6/6(2)	YR6/7(2)	YR6/8(2)
Term 1	<b>DATABASES</b>				<b>PROGRAMMING (PART 1)</b>			
	Looking at ways to store information/Creating a data table and running basic queries	Using spreadsheet software to work with a single table database/Investigating the	Investigating the use if databases outside school/Investigating database management	Searching online databases/Carrying out an online research project	Introduction to writing algorithms/Creating algorithm using loops	programming a solution to a problem that contains loops (part 1 & 2)/Creating a 'frogger'	Creating movement of game objects, including forever loops/Using if... then... in a	Using a variable to create a scoreboard/Alpha and beta testing a game/Completing a

	use of databases in school	database management systems	Online research project	algorithm using loops	2D drawing & design - style game	game to add interaction	game and review your learning	
Term 1	YR6/9(2)	YR6/10(2)	YR6/11(2)	YR6/12(2)	YR6/13(2)	YR6/14(2)	YR6/15(2)	YR6/16(2)
	<b>NETWORKS IN SOCIETY</b>			<b>VIDEO EDITING</b>				
	The impacts of technology/The impact of technology on information service/Planning a research project	Analysing your research into technology/Presenting a research-based project/A class survey on the social impact of technology	The benefits of physical social networking/Online social networking/Staying safe on the social networking sites/Presenting your code of conduct	Staging on screen/Using sound	Good use of text/Planning a short video	Planning each screen/Shooting a video	Final shooting/Video editing	Review and final edit/Safe and responsible use of videos
YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR6/17(2)	YR6/18(2)	YR6/19(2)	YR6/20(2)	YR6/21(2)	YR6/22(2)	YR6/23(2)	YR6/24(2)
	<b>HEALTH AND SAFETY</b>				<b>PROGRAMMING (PART 2)</b>			
	Main features of computer devices/Can you get an injury from using digital devices?	Planning your video about using digital devices safely/Filming and editing your video	Digital devices and the environment	The life cycle of a smartphone/Reducing e-waste	Planning a leaflet	Completing the leaflet on e-waste, presenting it and receiving feedback	Designing, testing and repurposing an algorithm	Creating an algorithm using loops
Term 2	YR6/25(2)	YR6/26(2)	YR6/27(2)	YR6/28(2)	YR6/29(2)	YR6/30(2)	YR6/31(2)	YR6/32(2)
	<b>PROGRAMMING (PART 2)</b>							
	Programming an algorithm that contains variables	Repurposing an algorithm	Programming a timer		writing an algorithm to draw 2d shapes	Modifying a program to create multiple shapes on screen	Drawing shapes using coordinates and repurposing your program	Using shapes to represent an object

### COMPUTING YEAR 7 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR7/Unit 1-L1(2)	YR7/Unit 1-L2(2)	YR7/Unit 1-L3,4 (2)	YR7/Unit 1-L5,6(2)	YR7/Unit 1-L7,9,10(2)	YR7/Unit 2-L1,6(2)	YR7/Unit 2-L2,7(2)	YR7/Unit 2 -L3,8(2)
	<b>SAFE PRACTICE</b>				<b>RESPONSIBLE PRACTICE</b>			
	The Internet and the WWW	Presentation based on projects	Creating a storyboard for presentation/ Internet research	Building a presentation/ Presentation interactivity	The importance of password/ Adapting a presentation for a new audience	Copyright/ Document Layout	Legal and illegal use of content/ Document page design	Working safely in the cloud/ Combine text and graphics
Term 2	YR7/Unit 2-L4,10 (2)	YR7/Unit 3-L1,3(2)	YR7/Unit 3-L2,4(2)	YR7/Unit 5-L1(2)	YR7/Unit 5-L3 (2)	YR7/Unit 5-L3(4)		YR7/Unit 5(2)
	<b>RESPONSIBLE PRACTICE</b>	<b>CONNECTIVITY AND THE INTERNET</b>		<b>PROGRAMMING PART 1</b>				
	Research a newsletter/ Distributing digital documents	Wired and wireless networks / Wired connections	Mobile internet access / Satellite communication	An introduction to programming	Using Operators	Using Arithmetic operators in Python programs		REVISION
YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR7/Unit 3-L6/Unit 5-L1,3(2)	YR7/Unit 3-L7/Unit 5-L4(2)	YR7/Unit 3-L9,10 (2)	YR7/Unit 5-L5(2)	YR7/Unit 4 -L1(2)	YR7/Unit 5-L2(2)	YR7/Unit 4-L3/Unit 6-L3(2)	YR7/Unit 4-L4/Unit 6-L6,7(2)
	<b>CONNECTIVITY AND THE INTERNET / PROGRAMMING PART 1</b>				<b>INTERNET PROTOCOL AND BINARY / PROGRAMMING PART 1 AND 2</b>			
	Comparing web browsers / An Introduction to programming (Recap) / Using operators (Recap)	Comparing search engines / BIDMOS	Creating well presented documents	Relational operators	Binary representation	Sorting algorithms	Converting from binary to denary / Data types and converting data	Converting from denary to binary / String concatenation
	YR7/Unit 4 -L5, 6/Unit 6-L4(2)	YR7/Unit 6-L4(2)	YR7/Unit 5-L10 (2)	YR7/Unit 6(4)		YR7/Unit 6(4)		YR7/Unit 6(2)
	<b>INTERNET PROTOCOL AND BINARY / PROGRAMMING PART 1 AND 2</b>				<b>PROGRAMMING PART 1 AND 2</b>			
ASCII and Unicode / string methods	String methods	Subprograms	Using operators in Python programs		Various IF statement for given task( Using simple if, if...else)		Find the output for the given Python code using simple if, if...else	

### COMPUTING YEAR 8 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR8/Unit 1-L1,2(2)	YR8/Unit 1-L1,2(2)	YR8/Unit 1-L3,4,5(2)	YR8/Unit 1-L6,7,8(2)	YR8/Unit 1-L9,10 (2)	YR8/Unit 2-L1,3(2)	YR8/Unit 2-L2(2)	YR8/Unit 2-L4(2)
	<b>BINARY AND ONLINE GRAPHICS</b>					<b>DATA ON THE WEB</b>		
	Vector graphics/Creating a vector graphic	Vector graphics/Creating a vector graphic	Bitmaps/Comparing binary and bitmaps/Binary and pixels	Colour depth and binary representation/Digital images properties	Binary addition	Bits, bytes and nibbles/Binary and Denary	Storage capacity	Creating a power of calculator
Term 1	YR8/Unit 2-L5(2)	YR8/Unit 2-L6(2)	YR8/Unit 2-L7,8(2)	YR8/Unit 2-L9,10(2)	YR8/Unit 3-L4(2)	YR8/Unit 3-L5(2)	YR8/Unit 3-L5(2)	YR8/Unit 3(2)
	<b>DATA ON THE WEB</b>				<b>PROCESSING DATA</b>			
	Internet Bandwidth	Creating a bandwidth calculator	Compression	Run Length Encoding	Introduction to spreadsheets	Spreadsheet formulas and functions	Spreadsheet Revision	
YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR8/Unit 3-L1(2)	YR8/Unit 3-L5(2)	YR8/Unit 3-L2(2)	YR8/Unit 3-L8(2)	YR8/Unit 3-L6(2)	YR8/Unit 3-L7,10 (2)	YR8/Unit 4-L1/Unit 5-L7(2)	YR8/Unit 4-L3/Unit 5-L7(2)
	<b>PROCESSING DATA</b>					<b>ANALYSING DATA</b>		
	Computer Hardware	Spreadsheet formulas and functions	Wearable technology	Presenting data in an informative way	Spreadsheet modelling	Environmental impact of technology/Advanced spreadsheet functions	Social Media/Use of selection in algorithm	Knowledge, data and information/Use of selection in algorithm
Term 2	YR8/Unit 5-L5(2)	YR8/Unit 5-L3,4(2)	YR8/Unit 5(2)	YR8/Unit 5(2)	YR8/Unit 5(2)	YR8/Unit 5-L6(2)	YR8/Unit 5-L6(2)	YR8/Unit 5(2)
	<b>PROGRAMMING</b>							
	Programming errors	Sequencing and iteration algorithms	Using Arithmetic operators in Python programs	Various IF statement ( Using Elif and Nested if)	Find the output using Elif and Nested if	Using Lists in Python program	Revision(Python Programming)	