

St Paul's Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Computing is woven throughout the Early Years curriculum at St Paul's. We begin early programming using Bee Bots. We also develop our mouse skills through practice along with using the keyboard. We also use Mini Mash as a way of accessing our Early Years curriculum.					
Year 1	1.1 Exploring purple mash (4 weeks) (Digital Literacy)	1.2 Grouping and sorting (2 Weeks) (Computer Science)	1.4 Lego Builders (3 weeks) (Computer Science)	1.6 Animated story books (5 Weeks) (Information Technology)	2. Calculate	1.7 Coding (6 weeks) (Computer Science)
	E-safety (3 weeks) (Digital Literacy)	1.3 Pictograms (3 weeks) (Information Technology)		1.8 Spreadsheets (1 week) (Information Technology)		
Year 2	E-safety (6 weeks) (Digital Literacy)	2.1 Coding Continued (5 weeks) (Computer Science)	2.3 Spreadsheets (4 Weeks) (Information Technology)	2.4 Questioning continued (2 weeks) (Information Technology)	2.7 Making music (2 week) (Information Technology)	2.6 Creating pictures Continued (2 weeks) (Information Technology)
	2.1 Coding (1 weeks) (Computer Science)	2.2 Online safety (2 Weeks) (Digital Literacy)	2.4 Questioning (3 Weeks) (Information Technology)	2.5 Effective searching (3 weeks) (Digital Literacy)	2.6 Creating pictures (3 weeks) (Information Technology)	2.8 Presenting ideas (4 weeks) (Information Technology)
			2.7 Making music (1 week) (Information Technology)			

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	E-safety (6 Weeks) (Digital Literacy)	3.1 Coding continued (5 weeks) (Computer Science)	3.3 Spreadsheets (3 weeks) (Information Technology)	Touch typing continued (1 Week) (Information Technology)	Emails continued (1 Weeks) (Digital Literacy)	3.7 Simulations (3 Weeks) (Information Technology)
	3.1 Coding (1 week) (Computer Science)	3.8 Graphing (2 Weeks) (Information Technology)	3.4 Touch typing (4 Weeks) (Information Technology)	3.5 Emails (inc.email safety) (5 Weeks) (Digital Literacy)	3.6 Branching data bases (4 Weeks) (Information Technology)	3.2 Online Safety (3 Weeks) (Digital Literacy)
Year 4	E-Safety (6 weeks) (Digital Literacy)	4.1 Coding continued (5 weeks) (Computer Science)	4.3 Spreadsheets continued (4 weeks) (Information Technology)	4.4 Writing for different audiences continued (3 weeks) (Information Technology)	4.6 Animation (3 weeks) (Information Technology)	4.8 Hardware investigation (1 week) (Computer Science)
	4.1 Coding (1 weeks) (Computer Science)	4.3 Spreadsheets (1 Week) (Information Technology)	4.4 Writing for different audiences (3 Weeks) (Information Technology)	4.5 Logo (4 weeks) (Computer Science)	4.7 Effective searches (3 week) (Information Technology)	4.2 Online safety (2 Weeks) (Digital Literacy)
					4.8 Hardware investigations (1 Week) (Computer Science)	4.9 Making Music (4 Weeks)
Year 5	E-Safety (4 Weeks)	5.1 Coding continued (5 weeks) (Computer Science)	5.3 Spreadsheets continued (3 weeks) (Information Technology)	5.4 Databases continued (1 Week) (Information Technology)	5.6 3D Modelling (4 Weeks) (Information Technology)	5.7 Concept maps (2 Weeks) (Information Technology)

	5.1 Coding (3 Weeks) (Computer Science)	5.3 Spreadsheets (2 weeks) (Information Technology)	5.4 Databases (3 weeks) (Information Technology)	5.5 Game creator (5 weeks) (Computer Science)	5.7 Concept Maps (2 Weeks) (Information Technology)	5.2 Online safety (3Weeks) (Digital Literacy)
Year 6	E-Safety (5weeks) (Digital Literacy)	6.1 Coding continued (4 weeks)	6.3 Spreadsheets Continued (3 weeks) (Information Technology)	6.4 Blogging continued (1 Week) (Information Technology)	6.6 Networking (2 Weeks) (Computer Science)	6.7 Quizzing continued (2 weeks) (Information Technology)
	6.1 Coding (2 Week) (Computer Science)	6.3 Spreadsheets (2 Weeks) (Information Technology)	6.4 Blogging (4 Weeks) (Information Technology)	6.5 Text Adventures (4 weeks) (Computer Science)	6.7 Quizzing (4 Weeks) (Information Technology)	6.8 Understanding Binary (4 Weeks) (Computer Science)
				6.6 Networking (1 Week) (Computer Science)		