

Computing curriculum long-term plan

Year A curriculum cycle

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR	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	Handling data: introduction to data	Consolidation
Y1/2	Improving mouse skills	Algorithms unplugged	Rocket to the moon	What is a computer?	Algorithms and debugging	Word processing
Y3/4	Emailing	Programming: Scratch	Video trailers	Website design	Further coding with Scratch	Computational thinking
Y5/6	Micro:bit	Mars Rover 1	Mars Rover 2	Bletchley Park and the history of computers	Exploring AI	Inventing a product

Year B curriculum cycle

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR	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	Handling data: introduction to data	Consolidation
Y1/2	Bee-bots	Digital imagery	Introduction to data	Scratch Jr	Stop motion	International space station
Y3/4	Networks and the internet	Comparison cards databases	Journey inside a computer	Collaborative learning	Investigating weather	HTML
Y5/6	Music: Scratch	Stop motion animation	Search engines	Big data 1	Big data 2	Introduction to Python