



Long Term Planning Overview



Computing 2023-24

Caring, Learning, Growing.

Digital Literacy

Computer Science

Information Technology

Digital Literacy - the ability and skill to find, evaluate, utilise, share, and create content using information technologies and the Internet.

Computer Science- The 'behind the scenes' of how computers work including the opportunity for programming.

Information Technology- The use of computers for functional purposes, such as collecting and presenting information or using search technology.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	I am a super surfer (MGL)		Children in the Early Years/Foundation Stages at Northcote Primary School will explore aspects of computing through play-based learning, using technology to enhance and enjoy their taught curriculum. This may include taking photographs or recording sound, playing interactive games, exploring old mechanical toys and exploring simple, programmable toys.			
Yr 1	Basic Computer Skills (MGL)	Producing Digital Media (MGL)	Moving a robot (TC 1.3)	Grouping data (TC 1.4)	Digital writing (TC1.5)	Animations (TC1.6)
Yr 2	What is a computer? (MGL)	Unplugged Algorithms (MGL)	Digital photography (TC 2.2)	Pictograms (TC 2.4)	Digital music (TC2.5)	Programming quizzes (TC2.6)
Yr 3	Composing Emails (MGL)	Programming a Game (MGL)	Stop-frame animation (TC 3.2)	Branching databases (TC3.4)	Desktop publishing (TC3.5)	Sequencing Sounds (TC 3.3)
Yr 4	Spheros (MGL)	Repetition & Forever Loops (MGL)	Audio Production (TC 4.2)	The Internet (TC 4.1)	Photo editing (TC5.5)	Data Logging (TC 4.4)
Yr 5	Create & Search Databases (MGL)	Video Production (TC 5.2)	Selection in Physical Computing (TC 5.3)	Systems & Searching (TC5.1)	Introduction to vector graphics (TC5.5)	Selection in quizzes (TC5.6)
Yr 6	Creating Formula in Excel (MGL)	Using Variables (MGL)	Web Page Creation (TC 6.2)	Communication & Collaboration (TC 6.1)	3D Modelling (TC6.5)	Sensing movement (TC 6.6)