

Long Term Planning Overview

Computing 2024-25



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	Autu	mn 2	Spring 1	Spring	2 Sumi	mer 1	Summer 2	
EYFS	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.								
Y1	Computer Systems & Networks	Typing Skills	Moving a	robot	Digital Painting		Programming animations		
Y2	Information technology arou	nd us	Digital Photo	ography	Robot Algorithms		Programming quizzes		
Y3	Connecting computers (reduced to 2/3 lessons)	St	op frame animation	Sequenci	ng sounds	Branching database	es E	events & Actions in Programming	
Y4	Audio production (use Y2 'Digital Music' to introduce)		Data logging		Repetition in shapes & Repetition in games		Photo editing		
Y5	Systems and searching	Video Producti (reduced)		Selection in Physical Computing		Flat-file Databases		Selection in quizzes	
Y6	3D modelling (link to art – 'architecture	3D modelling (link to art – 'architecture')		vement	Variable in games		Webpage creation		

Taken out/Taught elsewhere:
Y1 – Technology around us (revisited Y2) & Digital Writing (cross curricular,particularly english throughout year groups) Y2 – Pictograms (maths) & digital music (Y4) Y3 – Events & Actions in Programs (recapped in Y4/5) Y4 – The internet (covered again in Y5) – repetition in shapes & games taught as one block Y5 – Introduction to Vector graphics (art/designing logo for their fashion brand? Aut1) Y6 – Communication & Collaboration (Y5), Introduction to Spreadsheets (Y5)