

## Long Term Plan for Computing 2025 -2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Owl	<b>IT</b> <i>Digital Cameras / iPads</i> Select and use technology for purposes	<b>IT</b> <i>Paint</i> Use a mouse pointer to create a firework pictures.	<b>CS</b> <i>BeeBots</i> Program physical robots and other remote-controlled devices	<b>DL – E-safety</b> <i>Smartie Penguin / Chicken Clicking- Jeanne Willis</i> Recognize that a range of technology is used in home and school		<b>IT</b> <i>Clicker 7</i> Recording of ideas using digital technology
Osprey	<b>IT</b> <i>Computer skills</i> Turning on, opening and logging off		<b>DL</b> Uses of IT beyond school	<b>DL – E-safety</b> Staying safe online, personal information and privacy, taking breaks from technology.	<b>IT</b> <i>Photography on i-pads.</i> Create, organise, store and retrieve digital content-	<b>CS</b> <i>Beebots/ Scratch Junior</i> Algorithms Testing simple programmes –
Falcon	<b>CS</b> <i>Scratch Junior</i> Understanding algorithms. Creating simple programs.		<b>IT</b> <i>Word</i> Saving, editing work, using a keyboard, manipulating digital content.	<b>CS</b> <i>Scratch Junior</i> Using logical reasoning, algorithms and debugging to create a program.		<b>DL – E-safety</b> Using the internet responsibly and safely. Using search engines.
Kestrel	<b>CS</b> <i>Scratch</i> Understand and use sequences and inputs (Animal Challenges)		<b>IT/DL</b> Use search technologies effectively, appreciate how results are selected and ranked	<b>CS</b> <i>Scratch</i> Understand and use sequences and inputs including the different amount of time things take (Conversation)	<b>DL – E-safety</b> Keeping information private, digital trails/footprints, cyberbullying and what it looks like.	
Merlin and Ravens	<b>IT</b> <i>PowerPoint</i> Creating new slides, presenting a wide range of information on various slides and animating these slides	<b>DL – E-safety</b> Reporting concerns about content and contact and un-acceptable behaviour.	<b>CS</b> <i>Scratch</i> Understand and use count-controlled loops (Toy Giveaway)	<b>DL</b> Begin to understand how computer networks can provide multiple services such as the World Wide Web		<b>CS</b> <i>Scratch</i> Understand and use infinite loops (Fish tank/Helicopter)

**IT = Information Technology**

**CS = Computer Science**

**DL = Digital Literacy**

## Long Term Plan for Computing 2025 -2026

Hawks	<b>CS</b> <i>Scratch</i> Understand and use infinite loops (Helicopter) <sup>1</sup>	<b>DL</b> Understand different types of networks including the internet and the world wide web.	<b>IT</b> <i>Excel</i> Understand the structure of spreadsheets, how to create graphs and how to use formulas	<b>CS</b> <i>Scratch</i> Understand and use conditional selection (Making choices)	<b>DL – E-safety</b> Recognise the positives and negatives of an online community and the rights and responsibilities that come with this	<b>Computer Science</b> Flowol <sup>2</sup>
Eagle & Sea Eagle	<b>CS</b> <i>Scratch</i> Understand and use loops (Toy Giveaway) <sup>3</sup>			<b>CS</b> <i>Scratch</i> understand and use infinite loops (Toy Giveaway) <sup>3</sup> <del>Understand and use conditional selection (Making choices)</del>	<b>DL – E-safety</b> Appropriate and inappropriate content, conduct and contact	<b>IT</b> <i>Web Design</i>  a navigation path, understand copywrite and linking to other's content

<sup>1</sup> These objectives from previous year groups are being taught this year as the new computing scheme of learning is being implemented

<sup>2</sup> DT objective not Computer Science objective

<sup>3</sup> These objectives from previous year groups are being taught this year as the new computing scheme of learning is being implemented

<sup>4</sup> These objectives from previous year groups are being taught this year as the new computing scheme of learning is being implemented

**IT = Information Technology**

**CS = Computer Science**

**DL = Digital Literacy**