



Computing Long Term Plan



Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing is incorporated within the Early Years Foundation Stage Curriculum predominately through the use of the learning environment and classroom provision. The children are given a wealth of opportunities and resources to engage in activities, both child initiated and adult directed, which enable them to recognise technology, and use it to enhance their learning. Throughout the year EYFS include computing in their continuous provision by giving children the opportunity to explore and use technology around the classroom. Children explore computing through mini mash on the clevertouch boards, I pads, chormebooks, beebots and classroom computers to support them to develop their technology skills, so that the essential building blocks of Computing are established.					
Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<u>Intro to Purple Mash</u> Introducing Purple Mash and the essential skills for the year 1 scheme units. <ul style="list-style-type: none">• Logging in and out of Purple Mash• Opening and using 2Dos• Saving work in the Work area <u>Creative Computing</u> Developing mouse skills and ICT skills using the creative 2DIY tools in Purple Mash. <ul style="list-style-type: none">• Making digital art• Making and sharing jigsaws• Making a drag and drop game	<u>Data Explorers</u> Grouping and sorting objects. Relating this to organising and interpreting data. Using pictorial data on Purple Mash. <ul style="list-style-type: none">• Sorting and grouping quizzes• Understanding what data is• Representing data electronically	<u>Creating & Following Instructions</u> Understanding simple algorithms through unplugged activities before moving to sequencing activities on digital devices. <ul style="list-style-type: none">• Following instructions• Creating Instructions• Understanding simple algorithms <u>Making Beats</u> Introducing the concept of digital music. <ul style="list-style-type: none">• Creating sounds using 2Explore• Combining instruments using 2Beat	<u>Animated Stories</u> Creating and combining digital art and text to produce digital books using the 2Create a Story tool. <ul style="list-style-type: none">• Creating digital art and text• Adding animation to images• Adding sound	<u>Coding</u> Introducing block coding using 2Code. <ul style="list-style-type: none">• Using blocks to code• Understanding objects, actions and events• Planning and developing a program	<u>Technology Around Us</u> Defining and understanding what technology is. Relating this to school, home, outside and to its use in the wider world. <ul style="list-style-type: none">• Understanding what technology is• Recognising technology in the local environment and wider world



Computing Long Term Plan



			<ul style="list-style-type: none">Composing digital music			
Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p><u>Coding</u> Developing coding skills using 2Code.</p> <ul style="list-style-type: none">Understanding algorithmsIntroducing sequencingCoding interaction between objectsUsing timersDebugging	<p><u>The Internet</u> Understanding what the internet is.</p> <ul style="list-style-type: none">Defining the World Wide WebRecognising browsers and websites <p>Connecting to the internet</p> <p><u>Making Music</u> Composing digital melodies using 2Sequence.</p> <ul style="list-style-type: none">Understanding a digital music toolRelating the functions to musical termsComposing music digitally	<p><u>Creating Pictures</u> Using a digital art tool to create art in different traditional art styles.</p> <ul style="list-style-type: none">Using 2Paint a Picture templatesExploring the features of each templateCompiling an online art portfolioComparing digital art effects to non-digital effects	<p><u>Spreadsheets</u> Introducing spreadsheets and the way they organise data using the 2Calculate tool.</p> <ul style="list-style-type: none">Understanding cells and columnsInserting images with valuesUsing totalling toolsCreating graphs	<p><u>Presenting Ideas</u> Creating mind maps using 2Connect to organise and present ideas.</p> <ul style="list-style-type: none">Using and making mind mapsUsing a mind map as a presentation tool <p><u>Route Explorers</u></p> <ul style="list-style-type: none">To use the direction keys in 2Go to move the turtle along a route.To use units of distance along with the direction keys in 2Go to move along a route.To write instructions to complete more than one step of a route at once.To build up instructions for a longer route.	<p><u>Questioning</u> Investigating data, how it is collected and how it can be presented.</p> <ul style="list-style-type: none">Asking the right question to collect or present dataKeeping a tallyUsing 2Count to present the dataUsing a branching database



Computing Long Term Plan

