



## Computing Medium Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	<p><b>Computing Systems + Networks:</b> <b>Improving mouse skills</b> <u>Information Technology</u> Recognise common uses of information technology beyond school.</p> <p><u>Digital Literacy</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p> <p><b>Online Safety</b> <u>Information Technology</u> Recognise common uses of information</p>	<p><b>Programming 1: Algorithms Unplugged</b> <u>Computer Science</u> Understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p>	<p><b>Skills Showcase: Rocket to the Moon</b> <u>Digital Literacy</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p><b>Programming 2: Bee Bot</b> <u>Computer Science</u> Understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p>	<p><b>Creating Media: Digital Imagery</b> <u>Computer Science</u> Use logical reasoning to predict the behaviour of simple programs.</p> <p><u>Digital Literacy</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p><u>Information Technology</u> Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p> <p>Recognise common uses of information technology beyond school.</p>	<p><b>Data Handling: Introduction to Data</b> <u>Digital Literacy</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p><u>Information Technology</u> Recognise common uses of information technology beyond school.</p>



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<b>Year 2</b>	<p><b>Computer Systems 1: What is a Computer?</b> <u>Computer Systems</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p><u>Information Technology</u> Recognise common uses of information technology beyond school.</p> <p><b>Online Safety</b> <u>Digital Literacy</u></p>	<p><b>Computer Systems 2: Word Processing</b> <u>Digital Literacy</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>	<p><b>Programming 1: Algorithms + Debugging</b> <u>Computer Systems</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p>	<p><b>Programming 2: Scratch Jr</b> <u>Computer Systems</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p> <p><u>Digital Literacy</u></p>	<p><b>Creating Media: Stop Motion</b> <u>Digital Literacy</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p><u>Information Technology</u> Recognise common uses of information technology beyond school.</p>	<p><b>Data Handling: International Space Station</b> <u>Computer Systems</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p><u>Digital Literacy</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>



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<b>Year 3</b>	<p><b>Computing Systems + Networks 1: Networks</b> <u>Digital Literacy and Information Technology</u> Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p>	<p><b>Programming: Scratch</b> <u>Computer Systems</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p>	<p><b>Emailing: Google</b> <u>Digital Literacy and Information Technology</u> Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p>	<p><b>Journey Inside a Computer</b> <u>Computer Systems</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use logical reasoning to explain how some</p>	<p><b>Creating Media</b> <u>Digital Literacy and Information Technology</u> Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p><u>Computer Systems and Information Technology</u> Select, use and combine a variety of software</p>	<p><b>Data Handling: Comparison Cards</b> <b>Databases</b> <u>Computer Systems and Information Technology</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including</p>



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<b>Year 4</b>	<p><b>Systems and Networks: Collaborative learning</b> <u>Digital Literacy and Information Technology</u> Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p> <p><u>Computer Systems and Information Technology</u> Select, use and combine a variety of software (including internet services) on a range of</p>	<p><b>Programming: Coding with Scratch</b> <u>Computer Systems</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p>	<p><b>Creating Media: Website Design</b> <u>Digital Literacy and Information Technology</u> Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p><u>Computer Systems and Information Technology</u> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report</p>	<p><b>Skills Showcase: HTML</b> <u>Computer Systems</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p>	<p><b>Data Handling: Investigating Weather</b> <u>Computer Systems</u> Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p><u>Computer Systems and Information Technology</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish</p>	<p><b>Programming 2: Computational Thinking</b> <u>Computer Systems</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p>



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<b>Year 5</b>	<b>Data Handling:</b> Mars River 1	<b>Skills Showcase:</b> Mars Rover 2	<b>Programming 1:</b> Music Computer Systems	<b>Programming 2:</b> Micro:bit	<b>Creating Media:</b> Stop motion animation Computer Systems	<b>Systems and Networks:</b> Search Engines



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<b>Year 6</b>	<p><b>Creating Media: History of Computers</b> <u>Digital Literacy and Information Technology</u> Understand computer networks including the internet; how they can provide multiple</p>	<p><b>Programming: Introduction to Python</b> <u>Computer Systems</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating</p>	<p><b>Systems and Networks: Bletchley Park</b> <u>Digital Literacy and Information Technology</u> Understand computer networks including the internet; how they can provide multiple</p>	<p><b>Data handling: Big Data 1</b> <u>Digital Literacy and Information Technology</u> Understand computer networks including the internet; how they can provide multiple</p>	<p><b>Data Handling: Big Data 2</b> N/A</p>	<p><b>Skills Showcase: Inventing a product</b> <u>Computer Systems</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating</p>



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