

NURSERY COMPUTING LONG TERM PLAN

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Ouseselves / Traditional Tales	Festivals and Celebrations	A - Pets B - People Who Help Us	A - Travel and Transport B - Julia Donaldson	A - Minibeasts and Growth B - Bears	A - Under The Sea B - The Jungle
	<p>In Nursery, it is very much about exploring 'cause and effect' toys, push-button toys that make a sound, pop up or light up. Children can use a camera to allow them to capture a moment at the press of a button or torches that children can shine up at the ceiling to make hand shadows or stick coloured tissue paper over the front to change the colour of the light. Children have many 'unplugged' experiences, for example, using directional language to create their own maps, either with physical equipment or on paper. They are able to use apps that often include features like interactive games, puzzles and storytelling elements that captivate children's attention while promoting cognitive development, language acquisition, and fine motor skills.</p>					

EYFS COMPUTING LONG TERM PLAN

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	I Can See a Rainbow	Celebrations - Festivals and Light	Our Wonderful World	People Who Help Us	Traditional Tales	Setting The Scene
	<p>In Reception, digital technology can benefit young children by providing opportunities for creativity and self-expression. For example, children can use technology to create digital art, music or videos, which can be a great way to build their confidence and encourage self-expression. There is also opportunity to develop keyboard and mouse skills using simple, age appropriate software, including many of the 2Simple programs. Children can also practise typing their name or simple captions using word processing programs. They are able to use apps that often include features like interactive games, puzzles and storytelling elements that captivate children's attention while promoting cognitive development, language acquisition, and fine motor skills.</p>					

YEAR 1 COMPUTING LONG TERM PLAN

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Ourselves	Childhood/Toys of the past	Journeys (Trains)	Journeys (London)	Rainforests (Plants)	Rainforests (Animals)
Program- ming	Crazy Characters Algorithms (Barefoot CAS) Write, use and improve algorithms.	BeeBots : Basics (Barefoot CAS) Create, debug, predict.	World Map Logic Activity (Barefoot CAS) Predict	Beebot using treasure island map. Predict and debug Apps : Busy Things, Bee-Bot, A.L.E.X.	BeeBots 1,2,3 Programming Activity (Barefoot CAS) Write, program and debug	3D Obstacle Beebot course Program, predict and debug. Apps : Busy Things, Bee-Bot, A.L.E.X.

National Curriculum

Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.
Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.

I.T.	Self portraits using apps. Create a digital image, save work, word process.	Create an e-book on Toys. Include photos found online as well as those taken by chn.	Make an iMovie/Slideshow on trains. Include the use of Chatterpix to bring characters to life.	Create an informative video recording about bears. Include photos and maps with labels.	Use Morfo app to give life to a rainforest animal.	Word processing.
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National Curriculum

Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.

Digital Literacy	Media Balance is Important <i>(Common Sense Media)</i>	Pause For People <i>(Common Sense Media)</i> Safer Internet Day	Safety in my Online Neighbourhood <i>(Common Sense Media)</i>
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National Curriculum

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.

YEAR 2 COMPUTING LONG TERM PLAN

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Flat Stanley	Homes in the Past	Superheroes	Animals	Explorers	Holidays
Program- ming	Crazy Characters Algorithms (Barefoot CAS) Write, use and improve algorithms.	BeeBots : Basics (Barefoot CAS) Wild West Challenge and Treasure Island Challenge Write, program and debug.	<i>Unplugged Algorithms</i> <i>Kodable</i>	Scratch Jnr Tinkering (Barefoot CAS)	Scratch Jnr	Pizza Pickle Scratch Debugging Activity - (Barefoot CAS)

National Curriculum

Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.
Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.

I.T.	Word Processing Word process, save, retrieve a document, change font, size and colour of text.	iMovie - Great Fire of London news report.	Comic Life app Create a superhero comic strip	Create a powerpoint presentation on Animals.	Databases Email	Make brochure page for holiday magazine
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National Curriculum

Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.

Digital Literacy	Pause and Think Online <i>(Common Sense Media)</i>	How Technology Makes You Feel <i>(Common Sense Media)</i> Safer Internet Day	Internet Traffic Lights <i>(Common Sense Media)</i>
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National Curriculum

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.