

## Computing Long term Plan 2019-2021

Multimedia		Technology in our lives		Handling Data		Online Safety		Programming	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6			
EYFS	<p>Computer Science</p> <p>Understanding the world</p> <p>Interact and explore their environment using a range of multimedia equipment, including digital cameras, video cameras, microscopes etc. This could also include the use of tablets e.g. iPad to capture still and moving images.</p> <p>Explore toys that simulate control devices e.g., traffic lights, scanner, microwave, cash tills, with the intention of finding out how it works.</p> <p>Use a variety of electronic toys in play situations, e.g., torches, Bee-bots, and remote control toys, using basic directional language.</p>					<p>Digital Literacy</p> <p>Smartie the Penguin</p> <p>Penguin Pig</p> <p>Digi Duck</p>		<p>Information Technology</p> <p>Small groups</p> <p>Word</p> <p>Paint, Keyboard and mouse manipulation.</p>	
C1 Yr 1 19-20	Computer Skills	Online Safety 1	Using the Internet	Preparing for Turtle Logo	Programming with Scratch Jr	Programming Turtle Logo and Scratch			
C1 Yr 2 20-21	Computer Skills	Programmable toys - Beebots	Word Processing Skills	Online Safety 2	Painting	Computer Art			
C2 Yr 1 19-20	Online Safety 3	Drawing and Desktop Publishing	Programming Turtle Logo and Scratch	Programming Turtle Logo and Scratch	Programming turtle logo	Scratch Questions and Quizzes			
C2 Yr 2 20-21	Word Processing	Word Processing	Online Safety 4	Internet Research and Communication	Presentation Skills	Animation			
C3 Yr 1 19-20	Online Safety 5	Using and Applying	Spreadsheets	Film Making	Kodu Programming	Kodu Programming			
C3 Yr 2 20-21	Online Safety 6	Internet research and webpage design	Flowol	Flowol	3D modelling – sketch up	3D modelling – sketch up			

There is some crossover of skills within units – they have been highlighted in colours that are best fit.