

Computing Long Term Plan

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Unit 1.4 We are collectors	Unit 2.1 We are astronauts	Unit 3.1 We are programmers	Unit 4.1 We are software developers	Unit 5.1 We are games developers	Unit 6.1 We are adventure gamers
Autumn 2	Unit 1.6 We are celebrating.	Unit 2.2 We are games testers	Unit 3.2 We are bug fixers	Unit 4.2 We are toy designers	Unit 5.2 We are cryptographers	Unit 6.2 We are computational thinkers
Spring 1	Unit 1.3 We are painters	Unit 2.3 We are photographers	Unit 3.3 We are presenters	Unit 4.3 We are musicians	Unit 5.3 We are artists	Unit 6.3 We are advertisers
Spring 2	Unit 1.1 We are treasure hunters	Unit 2.4 We are researchers	Unit 3.4 We are vloggers	Unit 4.4 We are HTML editors	Unit 5.4 We are web developers	Unit 6.4 We are network technicians
Summer 1	Unit 1.5 We are story tellers	Unit 2.5 We are detectives	Unit 3.5 We are communicators	Unit 4.5 We are co-authors	Unit 5.5 We are bloggers	Unit 6.5 We are travel writers
Summer 2	Unit 1.2 – We are TV chefs.	Unit 2.6 We are zoologists	Unit 3.6 We are opinion pollsters	Unit 4.6 We are meteorologists	Unit 5.6 We are architects	Unit 6.6 We are publishers.

NB Computing in Reception is covered by a series of individual activities covering the use of mice, keyboards, touchscreens and iPads, and the use of a range of software as well as an introduction to beebots and other programmable toys.

Please also note that the delivery of Computing in the 2020-2021 academic year may be affected by the enforced absence of classes due to the Covid-19 pandemic, since computing can not be effectively delivered via distance learning.