



## Computing Long Term Plan:

	<b>E-safety</b> (first lesson of every unit)	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Year 1</b>	SWGFL Going Places Safely	Beebot 1,2,3	Creating their own Toy Story	Programming the BeeBot	Using the Green Screen	Simple animation-exploring Weather	Simple animation-making
<b>Year 2</b>	SWGFL Digital Literacy - Screen out the Mean	Animal Digital Treasure Hunt	Animating Animals	Barefoot Computing lesson - ScratchJr Knock Knock Joke Activity	Changing appearance of text – edit and improve stage of design cycle	Talking Posters	Shape Database
<b>Year 3</b>	Sending digital messages	Make and improve a digital game	Sharing information with others in different ways	Introducing games where a character loses points/lives when it collides with an obstacle	Creating a non-fiction e-book	Making a Times Tables game	Editing and adding effects to photos
<b>Year 4</b>	Ownership of content	Finding out information from the internet	Animated stories	Creating a digital game	Data logging	Adding levels to games	Creating an advert.
<b>Year 5</b>	SWGFL Digital Literacy - Strong Passwords	Creating a classroom sound monitor	E-book	Solar system simulation	Creating a weather forecast	Create a pacman game	Making a video
<b>Year 6</b>	How information is shared online	Online information	Programming a maths quiz	Creating a digital Human body	Create a Eilm	Database building project	Deconstructing a game