



Computing Long Term Plan:

	E-safety (first lesson of every unit)	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery							
Reception							
Year 1	SWGFL Going Places Safely	Using Technology Safely		Beebot 1,2,3 Programming the BeeBot			Simple animation-making
Year 2	SWGFL Digital Literacy - Screen out the Mean	Keeping personal information private? Using a website and a camera?		Barefoot Computing lesson - ScratchJr Knock Knock Joke Activity			Animation-making
Year 3	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
Year 4	Ownership of content	Finding out information from the internet	Animated stories	Creating a digital game	Data logging	Adding levels to games	Creating an advert.



Year 5	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
Year 6	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