

Computing Long-term Plan 2023-24

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
EYFS	<ul style="list-style-type: none"> - Interact with age-appropriate software - know technology can solve problems/provide solutions in everyday contexts. E.g if we have a question we can google it, if we need a meal warmed up, we can microwave it. - open a familiar app and use it - use some functions of tech appropriately, e.g. turning volume up/down power off and on devices. 					
Year 1	Computer Science (Teach Computing) Weekly	Digital Broadcaster	Programming Weekly	Digital Data	Programming 7 Weekly	Digital Designer
Year 2	Computer Science (Teach Computing) Weekly	Digital Art	Programming Weekly	Digital Data	Programming Weekly	Digital Animator
Year 3	Computer Science (Teach Computing) Weekly	Digital Filmmaker	Programming Weekly	Digital Data	Programming Weekly	Digital Designer
Year 4	Computer Science (Teach Computing) Weekly	Digital Art	Programming Weekly	Digital Data	Programming Weekly	Digital Music
Year 5	Computer Science (Teach Computing) Weekly	Computer Science – Digital Publisher (website creator)	Programming Weekly	Digital Data	Programming Weekly	Digital Broadcaster Digital Filmmaker
Year 6	Computer Science (Teach Computing) Weekly	Digital Music	Programming Weekly	Digital Animator	Programming (Data) Weekly	Digital Art

Digital Publisher should be embedded through all other subjects – please make sure this is listed in planning.

E-Safety to be taught half-termly -also embedded through each computing lesson and the PSHE Curriculum