

LONG TERM FORECAST		Key Stage 1 Computing	
	Autumn	Spring	Summer
Pupils should be taught to: <ul style="list-style-type: none"> A – understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions B – create and debug simple programs C – use logical reasoning to predict the behaviour of simple programs D – use technology purposefully to create, organise, store, manipulate and retrieve digital content E – use technology safely and respectfully, keeping personal information private; know where to go for help and support when they have concerns about material on the internet F – recognise common uses of information technology beyond school. 			
Golden Thread	Programming/Coding - Equality	Using technology data & writing - Acceptance	Modelling & Simulation – Community Education
Year 1	Introduction to Purple Mash D, E (3 sessions) Creative Computing (Art) D (4 sessions) AU1 Online Safety- Self-Image and Identity E (1 session) Data Explorers (Maths) D (6 sessions) AU2 Online Safety- Online Relationships E (1 session)	Animated Stories (Literacy/Art) D (6 sessions) SP1 Online Safety- Online Reputation E (1 session) Technology Around Us E, F (4 sessions) SP2 Online Safety- Online Bullying E (1 session)	Coding A, B, C (6 sessions) SU1 Online Safety- Health, Wellbeing and Lifestyle E (1 session) Making Beats(Music) D (3 sessions) SU2 Online Safety- Privacy and Security E (1 session)
Year 2	Creating Pictures (Art) D (5 sessions) Making Music (Music) D (3 sessions) AU1 Online Safety- Self-Image and Identity E (1 session) AU2 Online Safety- Online Relationships E (1 session) Route Explorers A B C (4 sessions)	Spreadsheets (Maths) A B C (6 sessions) SP1 Online Safety- Online Reputation E (1 session) Questioning D (4 sessions) SP2 Online Safety- Online Bullying E (1 session)	Coding A B C (6 sessions) SU1 Online Safety- Health, Wellbeing and Lifestyle E (1 session) Presenting Ideas (Literacy) D (4 sessions) SU2 Online Safety- Privacy and Security E (1 session)

LONG TERM FORECAST

Key Stage 2 Computing

Autumn

Spring

Summer

Pupils should be taught to:

G – design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

H – use sequence, selection, and repetition in programs; work with variables and various forms of input and output

I – use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

J – understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration

K – use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

L – use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour

M – select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Golden Thread

Programming/Coding - Equality

Using technology data & writing - Acceptance

Modelling & Simulation – Community Education

Year 3

Touch Typing **K** (4 sessions)
Branching Databases **K** (4 sessions)

AU1 Online Safety- Self-Image and Identity **L** (1 session)
Email (Literacy) **J, K** (6 sessions)
AU2 Online Safety- Online Relationships **L** (1 session)

SP1 Online Safety- Online Reputation **L** (1 session)
Route Planners **G H I** (5 sessions)
SP2 Online Safety- Online Bullying **L** (1 session)

Spreadsheets (Maths) **M** (6 sessions)

Coding **G, H, I, M** (6 sessions)

SU1 Online Safety- Health, Wellbeing and Lifestyle **L** (1 session)
Presentations (Literacy) **M** (4 sessions)
SU2 Online Safety- Privacy and Security **L** (1 session)

Year 4

Unpacking Hardware and Software **J, M** (4 sessions)
Logo **G H I** (4 sessions)

AU1 Online Safety- Self-Image and Identity **L** (1 session)
Animation (Art/D&T) **M** (6 sessions)

AU2 Online Safety- Online Relationships **E** (1 session)
Effective Searching **J K L** (4 sessions)
SP1 Online Safety- Online Reputation **E** (1 session)

SP2 Online Safety- Online Bullying **L** (1 session)
Composing Beats **M** (4 sessions)
SU1 Online Safety- Health, Wellbeing and Lifestyle **L** (1 session)

Coding **G, H, I**, (6 sessions)

Introduction to A.I **K, L** (4 sessions)
Micro:bit **G H I** (3 sessions)

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Golden Thread

Programming/Coding - Equality

Using technology data & writing - Acceptance

Modelling & Simulation – Community Education

Year 5

AU1 Online Safety- Self-Image and Identity **L** (1 session)
Quizzing **M** (5 sessions)
AU2 Online Safety- Online Relationships **L** (1 session)

SP1 Online Safety- Online Reputation **L** (1 session)
Game Creator (Art/D&T) **M** (5 sessions)
SP2 Online Safety- Online Bullying **L** (1 session)

Spreadsheets (Maths) **M** (6 sessions)

Coding **G, H, I, K**, (6 sessions)

Word Processing **M** (6 sessions)

SU1 Online Safety- Health, Wellbeing and Lifestyle **L** (1 session)
Concept Maps (Literacy) **M** (4 sessions)
SU2 Online Safety- Privacy and Security **L** (1 session)

Year 6

Blogging (Literacy) **J, K, L, M** (4 sessions)
Networks **J** (4 sessions)

AU1 Online Safety- Self-Image and Identity **L** (1 session)
Data Detectives (Maths) **K, M** (4 sessions)
AU2 Online Safety- Online Relationships **L** (1 session)

Coding **G, H, I, K**, (6 sessions)

SP1 Online Safety- Online Reputation **L** (1 session)
3D Modelling **M** (4 sessions)
SP2 Online Safety- Online Bullying **L** (1 session)

Spreadsheets (Maths) **M** (6 sessions)

SU1 Online Safety- Health, Wellbeing and Lifestyle **L** (1 session)
Introduction to Python **G, H, I, K** (4 sessions)
SU2 Online Safety- Privacy and Security **L** (1 session)