Computing – Cycle 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3 & 4	Computing networks: Collaborative learning	Creating websites: Media design Lesson 1: Getting to know Google Sites. Lesson 2: Book review web page. Lesson 3: Creating a web page. Lesson 4: Planning my website Lesson 5: Creating my website	Skills showcase: HTML Lesson 1: What is HTML? Lesson 2: Remixing HTML Lesson 3: HTML unplugged Lesson 4: Website hacking Lesson 5: Replacing images	Programming: Scratch Lesson 1: Tinkering with Scratch Lesson 2: Storytelling in Scratch Lesson 3: Planning a remix Lesson 4: Remixing an animation Lesson 5: Evaluating an animation	Further coding: Scratch Lesson 1: Exploring variables and conditions. Lesson 2: Using conditions and sensors Lesson 3: Planning a game Lesson 4: Programming a game Lesson 5: Evaluating a game	Programming 2: Computational thinking

Computing - Long term plans – Cycle 1

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5 & 6		Intro to Python Lesson 1: Tinkering with Logo Lesson 2: Nested loops Lesson 3: Using Python Lesson 4: Using loops in Python Lesson 5: Coding Mondrian	Exploring AI! Lesson 1: What is AI? Lesson 2: AI and text Lesson 3: AI through images Lesson 4: Coding AI Lesson 5: Ethics and A	Systems and networks (Bletchley Park) Lesson 1: Secret codes Lesson 2: Brute force hacking Lesson 3: Computers of the past Lesson 4: Future computer Lesson 5: Audio adverts	Big data 1 Lesson 1: Barcodes Lesson 2: Transmitting data Lesson 3: RFID Lesson 4: Using RFID Lesson 5: Transport data	Big data 2 Lesson 1: Transferring data Lesson 2: Data usage Lesson 3: The Internet of Things Lesson 4: Designing a smart school Lesson 5: Smart school presentation	Inventing a product Lesson 1: Invention design Lesson 2: Coding and debugging Lesson 3: Computer Aided Design (CAD) Lesson 4: My product's website Lesson 5: Video advert