



Computing Long-Term Plan

St James Church of England Primary School

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
Curriculum Strands	Computer Systems and Networks.	Creating Media.	Data and Information.	Programming.	
Nursery	Computer Systems and Networks. Introduction to Technology within Continuous Provision. 2-3 Years Children begin to explore simple technology within continuous provision, using familiar devices such as cameras, torches and tablets. They show interest in how technology works and use it with support. 3-4 Years Children explore different technologies and begin to understand how they are used in everyday life. They use simple devices independently within continuous provision and talk about what technology can help us to do.				
Reception	Computer Systems and Networks: Technology Within Continuous Provision	Creating Media: Learning Enquiry titled "Digital Painting.'	Data and Information: Data within Continuous Provision	Programming: Learning Enquiry titled "Moving a Robot."	
Year 1	Computing Systems and Networks: Technology Around Us	Creating Media: Digital Writing.	Data and Information: Grouping Data.	Programming: An Introduction to Programming.	
Year 2	Computing Systems and Networks: IT Around Us (Outside of School).	Creating Media: Digital Photography.	Data and Information: Pictograms.	Programming: An Introduction to Quizzes.	
Year 3	Computing Systems and Networks: Connecting Computers.	Creating Media: Desktop Publishing	Data and Information: Branching Databases.	Programming: Sequence in Music.	
Year 4	Computing Systems and Networks: The Internet.	Creating Media: Audio Editing.	Data and Information: Data Loggers.	Programming: Repetition in Shapes.	
Year 5	Computing Systems and Networks: Sharing Information.	Creating Media: Video Editing.	Data and Information: Flatfile Databases.	Programming: Selection in Quizzes.	
Year 6	Computing Systems and Networks: Communication.	Creating Media: Web Page Creation.	Data and Information: Spreadsheets.	Programming: Variables in Games.	

Online Safety is taught both discretely and overtly throughout each unit of work to ensure spaces retrieval (in order to deliver progression in Online Safety).



Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and media influence in propagating stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.



Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships, respecting, giving and denying consent and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.



Online reputation

This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles.



Online bullying

This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.



Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation of data, the recognition of risks and the management of online threats and challenges. It explores how online threats can pose risks to our physical safety as well as online safety. It also covers learning relevant to ethical publishing.



Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle e.g. mood, sleep, body health and relationships. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.



Privacy and security

This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.



Copyright and ownership

This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

