

Crosby Primary Computing Long Term Plan September 2023

PSHE links Y1&2 On-line relationships Spr 1(A&B Cycle) Y3&4On-line relationships Aut 2 (A&B Cycle) Y5&6 On-line relationships Sum 2(A&BCycle)

Cycle B 2023/24	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer
	Computational thinking opportunities during all Continuous provision. c1/c2/c3/c4					
	Computing Systems & Networks	Creating Media	Programming A	Computing Systems & Networks		Programming A
1 / 2	1.1Technology around us	1.2 Digital Painting CM	1.3 Moving a Robot CS	2.1 Information technology around us Systems & Networks	Google Log on	2.3 Robot Algorithm CS
	Health, Wellbeing & Lifestyle Copyright and Ownership	N/A	N/A	Health, Wellbeing & Lifestyle		N/A
	Computing Systems & Networks	Creating Media	Programming A	Computing Systems & Networks		Programming B
3 / 4	3.1 Connecting Computers	3.2 Stop Frame animation	3.3 Sequencing Sounds CS	4.1 The Internet		3.6 Events and actions in Programs CS
	N/A	Managing Information on-line Copyright and Ownership	N/A	Managing Information on-line		N/A
	Computing Systems & Networks	Creating Media	Computing Systems and Networks	Programming A		Programming A

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5 /6	5.1 Systems and Searching	6.2 Web page Creation	6.1 Communication and Collaboration	5.3 Selection in Physical Computing (Crumble) CS		6.3 Variables in Games CS
	Managing Information on-line	N/A	N/A	On-line Relationships Copyright and Ownership		N/A

PSHE links Y1&2 On-line relationships Spr 1 (A&B Cycle) Y3&4 On-line relationships Aut 2 (A&B Cycle) Y5&6 On-line relationships Sum 2 (A&B Cycle) Being Safe Autumn cycle B

Cycle A 2024/25	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 1 /2
EYFS	Computational thinking opportunities during all Continuous provision. c1/c2/c3/c4					
1 /2	Data and Information	Creating Media	Programming B	Data and Information		Programming B
	1.4 Grouping Data	1.5 Digital Writing	1.6 Animations	2.4 Pictograms		2.6 Programming Quizzes
	Copyright and Ownership	Privacy and Security	N/A	Self-Image and Identity Health, Wellbeing & Lifestyle Privacy and Security		N/A
3 /4	Data and Information	Creating Media	Programming A	Data and Information		Programming B
	3.4 Branching Databases	3.5 Desktop Publishing	4.3 Repetition in Shapes	4.4 Data Logging		4.6 Repetition in Games

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	N/A	Managing Information on-line Copyright and Ownership	N/A	N/A		N/A
5 /6	Data and Information	Creating Media	Programming B	Data and Information		Programming B
	5.4 Flat-file Databases	5.5 Introduction to Vector Graphics	5.6 Selection in Quizzes	6.4Introduction to Spreadsheets		6.6 Sensing Movement (Microbits)
	N/A	N/A	N/A	Managing Information on-line		N/A