

Computing (Separate planning for all Key Stages for Online Safety)

Key Number of lessons in brackets	Autumn Year A	Spring Year A	Summer Year A	Autumn Year B	Spring Year B	Summer Year B									
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="3" style="text-align: left; padding: 2px;">Predominant Area of Computing*</th> </tr> <tr> <td style="width: 33%; text-align: center; padding: 2px;">■ Computer Science</td> <td style="width: 33%; text-align: center; padding: 2px;">■ Information Technology</td> <td style="width: 33%; text-align: center; padding: 2px;">■ Digital Literacy</td> </tr> <tr> <td colspan="3" style="font-size: 8px; padding: 2px;">*Most units will include aspects of all strands.</td> </tr> </table>	Predominant Area of Computing*			■ Computer Science	■ Information Technology	■ Digital Literacy	*Most units will include aspects of all strands.								
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EYFS	Photography Safety and Privacy	Mouse and Trackpad Skills Keyboard skills Drawing skills Safety and Privacy	Using Purple Mash with an individual login Quizzes Safety and Privacy	Technology Around Us Online Safety	Hardware Online Safety	Robots Sounds Using Purple Mash with an individual login Online Safety									
Key Stage One *As we are 1½ form entry some of the year 2 units may not be relevant for the Year 1s, so adapt as applicable	1.1-Online Safety Exploring PM (4) 1.2 Grouping and Sorting (2) *2.6 Creating Pictures (5)	1.9 Technology Outside School (2) 2.5 Effective searching (3) (1.9 and 2.5 linked) 1.4 Lego Builders (3)	1.7 Coding (6) *2.1 Coding (5)	1.1-Online Safety Exploring PM (4) 1.3 Pictograms (3) 2.3 Spreadsheets (4) 1.5 Maze Explorers (3)	2.4 Questioning (5) 1.6 Animated Story books (5)	2.7 Making Music (3) 2.2 Online Safety (3) 2.8 Presenting ideas (4)									
Lower Key Stage Two *Unit 3.9 Presenting to be completed using Powerpoint as	3.1 Coding (6) 3.6 Branching Databases (4) 3.3 Spreadsheets (3)	3.8 Graphing (2) 3.2 Online Safety (3) 3.4 Touch Typing (4)	3.5 Email/Email Safety (6) 3.7 Simulations (3)	4.1 Coding(6) 4.5 Logo(4) 4.6 Animation(3)	4.2 Online Safety (4) 4.7 Effective Search (3)	4.8 Hardware investigators (2)									

part of other lessons e.g. Topics linking to Powerpoints		4.10 Intro to AI (4)	3.10 or 4.11 micro:bit (4)		3.9 Presenting (5)	4.4 Writing for different audiences (5)
Upper Key Stage Two * The Unit 5.6 3D Modelling can be used as an extra IT Unit and links to unit 5.5	5.1/6.1 Coding (6) 5.3 or 6.9 Spreadsheets (6/8)	5.2 Online Safety (3) 6.4 Blogging (4) 5.4 Databases (4)	5.8 Word Processing (8) 6.5 Text Adventures (5)	5.1/6.1 Coding (6) 5.9 Using external devices (6)	6.2 Online Safety (2) 6.6 Networks (3) 6.8 Understanding Binary (4) 5.7 Concept Maps (4)	5.5 Game Creator (5) 6.7 Quizzing (6) 5.10 micro:bit (4)

*KS1 unit 2.6 has prior learning links with unit 1.6 and can be adapted to suit abilities and needs