

Computing - Castleway Primary School

Curriculum Long Term Plan

	Autumn		Spring		Summer	
Year 1	1.1 Basic computing skills	1.2 Presenting Information (Intro to word processing)	1.3 Pictograms (2Count) CPD	1.4 Introduction to Algorithms (Code.org) CPD	1.6 Games Creation (2DIY)	1.5 Coding Using Beebots
Year 2	2.1 What is a computer? / E-Safety	2.2 Word Processing (Microsoft Word)	2.4 Unplugged Algorithms (Code.org)	2.3 Graphs (2Graph)	2.6 Presenting Information (iPads: Book Creator / Pic Collage)	2.5 Programming (Scratch jr)
Year 3	3.5 Scratch Unit 1 CPD	3.1 Digital Citizens Unit 1 (Esafety)	3.6 Producing Digital Images (iPad and PC) CPD	3.3 Databases (2Investigate) CPD	3.2 Multimedia Presentation (Powerpoint) CPD	3.4 Logo (Purple Mash)
Year 4	4.3 Branching Databases (2Question) CPD	4.4 Exploring Simulations (Co-Spaces) CPD	4.2 QR Codes (iPads)	4.1 Digital Citizens Unit 2 (Esafety)	4.5 Scratch Unit 2 CPD	4.6 Stop Motion Animation (iPads) CPD
Year 5	5. 1 Computer Networks and Online Safety	5.2 3D Modelling (Sketchup) CPD	5.3 Introduction to Spreadsheets - Excel	5.4 Creating music using code (Scratch)	5.5 Kodu Unit 1 CPD	5.6 Podcasting
Year 6	6.1 Online Safety and how data is stored	6.6 Creating a website with html CPD	6.4 Game creation (Scratch) CPD	6.2 Creating an advert / trailer (iMovie - iPads)	6.3 Advanced Spreadsheets – Excel	6.5 Kodu Unit 2

Points to note:

- CPD = sessions with Mel from MGL
- Units have been moved around accordingly to suit topics and CPD.
- Highlighted units lend well to topic links.
- Unit 1.1 for Year 1 is the only exception as this covers the basic skills of logging in, using a mouse, etc., so it would be recommended to be the first taught unit.
- eSafety to be covered regularly throughout the year as part of PSHE, assemblies and computing. Safer Internet day is in February each year which may prompt extra activities.

