Long Term Plan

<table>
<tr><td>EYFS</td><td colspan="6">Implementation
There are no discrete Computing adult led sessions that take place. However, technology is used throughout our curriculum to enhance learning and enthuse learners.
<u>Computational Thinking – Implementation within our provision</u>
Our curriculum aims to introduce children to a range of technology providing opportunities within our provision or through the use of technology to enhance our adult led sessions building and developing new skills. Our pedagogy supports the teaching and learning about Computational Thinking which weaves throughout both the Charnwood ELGs and the statutory ELGs, Characteristics of Learning and the Development Matters Document.

The Following areas are covered throughout the year as part of continuous provision. These are not in a particular order.
<u>Tinkering</u> <u>Creating</u> <u>Collaboration</u> <u>Persevering</u> <u>Abstraction</u> <u>Logic</u> <u>Algorithms and Decomposition</u> <u>Pattern</u></td></tr>
<tr><td></td><td>Autumn 1</td><td>Autumn 2</td><td>Spring 1</td><td>Spring 2</td><td>Summer 1</td><td>Summer 2</td></tr>
<tr><td>Year 1</td><td>Computing systems and networks – Technology around us</td><td>Creating media – Digital painting</td><td>Creating media – Digital writing</td><td>Data and information – Grouping data</td><td>Programming A – Moving a robot</td><td>Programming B – Introduction to animation</td></tr>
<tr><td>Year 2</td><td>Computing systems and networks – IT around us</td><td>Creating media – Digital photography</td><td>Creating media – Making music</td><td>Data and information – Pictograms</td><td>Programming A – Robot algorithms</td><td>Programming B – An introduction to quizzes</td></tr>
<tr><td>Year 3</td><td>Computing systems and networks – Connecting computers</td><td>Creating media – Animation</td><td>Programming A – Sequence in music</td><td>Data and information – Branching databases</td><td>Creating media – Desktop publishing</td><td>Programming B – Events and actions</td></tr>
<tr><td>Year 4</td><td>Computing systems and networks – The Internet</td><td>Creating media – Audio editing</td><td>Programming A – Repetition in shapes</td><td>Data and information – Data logging</td><td>Creating media – Photo editing</td><td>Programming B – Repetition in games</td></tr>
<tr><td>Year 5</td><td>Computing systems and networks – Sharing information</td><td>Creating media – Video editing</td><td>Data and information – Flat-file databases</td><td>Creating media – Vector drawing</td><td>Programming A – Selection in physical computing</td><td>Programming B – Selection in quizzes</td></tr>
<tr><td>Year 6</td><td>Computing systems and networks – Communication</td><td>Creating media – Web page creation</td><td>Data and information – Spreadsheets</td><td>Programming A – Variables in games</td><td>Creating media – 3D Modelling</td><td>Programming B – Sensing</td></tr>
<tr><td>KS3</td><td colspan="6">There are 3 main secondary schools that our pupils attend in Lichfield. The computing curriculum is designed to complement their curriculum. By Year 6 pupils leave with skills which will be required in their early secondary computing journey across all 3 areas of computing. At times they will have explored the same software and used similar hardware enabling them to begin their IT journey with confidence.</td></tr>
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The units above are based on the Teach Computing Curriculum. Whilst there is use of their sequenced planning and resources teachers and leaders continually develop and adapt teaching to meet the needs of the individual class and parts of the Teach Computing Learning sequences may be adapted, removed and replaced with lessons created by the school or additional online planning such as Barefoot Computing. The above model is planned to be progressive and all units begin with units which allow pupils to refresh and embed their skills in using computers proficiently before more complex or specific units such as animation or programming.