



Computing Overview

Class	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class 1	Teach Computing: Computing Systems and Networks – Technology Around us (Y1) ● Recognising technology in school and using it responsibly. Online safety focus: Managing time online		Teach Computing: Creating Media – Digital Painting (Y1) ● Choosing appropriate tools in a program to create art, and making comparisons with working nondigitally. Online safety focus: Managing online information		Teach Computing: Programming Moving a Robot (Y1) ● Writing short algorithms and programs for floor robots, and predicting program outcomes. Online safety focus: Privacy and security	
Class 2 CYCLE A	Teach Computing: Computing Systems and Networks – IT Around Us (Y2) ● Identifying IT and how its responsible use improves our world in school and beyond. Online safety focus: Managing time online		Teach Computing: Creating Media – Digital Photography (Y2) ● Capturing and changing digital photographs for different purposes. Online safety focus: Self-image and identity		Teach Computing: Programming – Introduction to Animation (Y1) ● Designing and programming the movement of a character on screen to tell stories. Online safety focus: Online reputation	
Class 2 CYCLE B	Teach Computing: Data and Information – Pictograms (Y2) ● Collecting data in tally charts and using attributes to organise and present data on a computer. Online safety focus: Managing online information		Teach Computing: Creating Media – Digital Writing (Y1) ● Using a computer to create and format text, before comparing to writing non-digitally Online safety focus: Privacy and security		Teach Computing: Programming – Robot Algorithms (Y2) ● Creating and debugging programs, and using logical reasoning to make predictions. Online safety focus: Online bullying	
Class 3 CYCLE A	Teach Computing: Computing Systems and Networks – The Internet (Y4)		Teach Computing: Creating Media – Stop-frame animation (Y3)		Teach Computing: Programming – Repetition in games (Y4)	

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Long Term Planning



	● Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content. Online safety focus: Online Reputation	● Capturing and editing digital still images to produce a stop frame animation that tells a story Online safety focus: Self-image and identity	● Using a block-based programming language to explore count-controlled and infinite loops when creating a game. Online safety focus: Privacy and security
Class 3 CYCLE B	Teach Computing: Data and information – Branching databases (Y3) ● Building and using branching databases to group objects using yes/no questions. Online safety focus: Health, wellbeing and lifestyle	Teach Computing: Creating media – Photo editing (Y4) ● Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled, Online safety focus: Managing online information	Teach Computing: Programming - Sequencing sounds (Y3) ● Creating sequences in a block-based programming language to make music. Online safety focus: Online bullying
Class 4 CYCLE A	Teach Computing: Computing systems and networks - systems and searching (Y5) ● Recognising IT systems in the world and how some can enable searching on the internet. Online safety focus: Online Reputation	Teach Computing: Creating media – Web page creation (Y6) ● Designing and creating webpages, giving consideration to copyright, aesthetics and navigation. Online safety focus: : Self-image and identity	Teach Computing: Programming – Selection in quizzes (Y5) ● Exploring selection in programming to design and code an interactive quiz. Online safety focus: Privacy and security
Class 4 CYCLE B	Teach Computing: Data and information - Introduction to Spreadsheets (Y6) ● Answering questions by using spreadsheets to organise and calculate data. Online safety focus: Health, wellbeing and lifestyle	Teach Computing: Creating media - Introduction to vector graphics (Y5) ● Creating images in a drawing program by using layers and groups of objects. Online safety focus: Managing online information	Teach Computing: Programming - Using the microbit for primary to secondary transition (Y6) ● Designing and coding a project that captures inputs from physical devices. Online safety focus: Online bullying