



Long Term Plan for: Computing



	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1 Keeping safe online	WALT take a photo with a digital camera or iPad and delete them	WALT agree e-Safety rules for the class	WALT agree rules for writing blogs and sharing things online.	WALT learn how to report other users online	WALT learn how to protect ourselves online (e.g. photos)	WALT learn how information is stored on the Internet	WALT learn the consequences of spending too long online
Autumn 2	WALT use a mouse to create digital content. Use 2simple.	WALT use technology to create digital content – e.g. green screen work	WALT learn what an algorithm is. To use the “Fix The Factory” app	WALT use search tools to find appropriate websites	WALT create, modify and present documents for a purpose	WALT use variables in programming in Scratch	WALT learn about copyright and how to acknowledge sources
Spring 1 Keeping safe online	WALT know when to tell a trusted adult when you see things	WALT understand the need for passwords	WALT talk about why it is important to be kind and polite online and in real life.	WALT learn how to keep devices safe – at home and online	WALT learn about one’s digital footprint	WALT learn about sharing videos online	WALT design and write a program to achieve a goal - Scratch
Spring 2	WALT talk about technology used at home and at school	WALT understand what algorithms are. To use 2Simple 2Go software	WALT learn how to debug commands that have errors	WALT present data in different ways. To use 2Graph	WALT develop programming skills e.g. jokes using Scratch	WALT be able to create and edit news reports.	WALT present data collected in an appropriate way
Summer 1 Keeping safe online	WALT use computers and tablets safely.	WALT learn what a blog is – and how to respond to others	WALT learn that not everything they read on the Internet is true.	WALT learn how to create secure passwords and pass-phrases	WALT learn how to comment positively and respectfully	WALT recognise fake websites	WALT learn where websites are hosted from
Summer 2	WALT be able to use photographs taken in different apps / software.	WALT create a simple animation. To use 2Animate software	WALT create a “talking poster”. To use 2Create software	WALT interrogate a database to find information	WALT be aware of who owns online content – and create original work	WALT extend programming skills by using LOGO	WALT create our own databases

Links will be made between these Computing learning outcomes and many other subjects where possible. Please see the Knowledge Organisers to see which apps / software the children will be accessing in each year group.