

Teach Computing	Term 1 <i>Computing systems and network</i>	Term 2 <i>Creating media</i>	Term 3 <i>Programming</i>	Term 4 <i>Data and information</i>	Term 5 <i>Creating media</i>	Term 6 <i>Programming</i>
EYFS	Introduction to Technology and Basic Skills	Beginning Digital Interaction	Storytelling and Creativity	Introduction to Algorithms	Digital Exploration and Play	Transition to Year 1 Computing
Year 1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 2	IT around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Year 3	Coding computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
Year 6	Communication and collaboration	Web page creation	Variables in games	Spreadsheets	3D modelling	Sensing movement

COMPUTING AND ONLINE SAFETY LONG TERM PLAN 26/27

PROJECT EVOLVE	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Nursery	Online Relationships	Self-Image and Identity (3weeks) Online reputation (3weeks)	Online Bullying Online Safety Day	Manage Online relationships	Health Well-Being and Lifestyle	Privacy and Security (3Weeks) Copyright and Ownerships (3 weeks) Ai – Stour Futures - 1 week
Reception	Online Relationships	Self-Image and Identity (3weeks) Online reputation (3weeks)	Online Bullying Online Safety Day	Manage Online relationships	Health Well-Being and Lifestyle	Privacy and Security (3Weeks) Copyright and Ownerships (3 weeks) Ai – Stour Futures - 1 week
Year 1	Self-Image and Identity 3 weeks Health, Well-being, and Lifestyle 3 weeks Ai – Stour Futures - 1 week	Online Relationships – 3 weeks Online Reputation – 3 weeks Ai – Stour Futures - 1 week	Managing Online Information Online Safety Day	Online Bullying	Privacy and Security	Copyright and Ownership Ai – Stour Futures - 1 week
Year 2	Self-Image and Identity 3 weeks Health, Well-being, and Lifestyle 3 weeks Ai – Stour Futures - 1 week	Copyright and Ownership – 3 weeks Online Reputation – 3 weeks Ai – Stour Futures - 1 week	Managing Online Information Online Safety Day	Online Bullying	Privacy and Security	Online Relationships Ai – Stour Futures - 1 week
Year 3	Self-Image and Identity 3 weeks Health, Well-being, and Lifestyle	Copyright and Ownership – 3 weeks	Online Reputation Online Safety Day	Online Relationships	Privacy and Security	Managing Online Information

COMPUTING AND ONLINE SAFETY LONG TERM PLAN 26/27

	3 weeks Ai – Stour Futures - 1 week	Online Bullying – 3 weeks Ai – Stour Futures - 1 week				Ai – Stour Futures - 1 week
Year 4	Self-Image and Identity 3 weeks Health, Well-being, and Lifestyle 3 weeks Ai – Stour Futures - 1 week	Copyright and Ownership – 3 weeks Online Bullying – 3 weeks Ai – Stour Futures - 1 week	Online Reputation Online Safety Day	Online Relationships	Privacy and Security	Managing Online Information Ai – Stour Futures - 1 week
Year 5	Self-Image and Identity 3 weeks Online Reputation 3 weeks Ai – Stour Futures - 1 week	Copyright and Ownership – 3 weeks Privacy and security – 3 weeks Ai – Stour Futures - 1 week	Online Relationship Online Safety Day	Online Bullying	Health, well-being, and Lifestyle	Managing Online Information Ai – Stour Futures - 1 week
Year 6	Self-Image and Identity 3 weeks Online Reputation 3 weeks Ai – Stour Futures - 1 week	Online Bullying – 3 weeks Copyright and Ownership – 3 weeks Ai – Stour Futures - 1 week	Online Relationships Online Safety Day	Privacy and Security	Health, well-being, and lifestyle	Managing Online Information Ai – Stour Futures - 1 week

- The long-term plan should be followed and completed by the end of the year - Unless discussed with SLT (Senior Leadership Team) Computer Lead and trust Computing Lead
- All lessons should include online safety starter, using Project Evolve - These must be responded to by audio, text or writing.in KS1 (Key Stage 1)/ EYFS (Early Years Foundation Stage) take a sample of 5/6 children each week
- EYFS - Discreet online safety lesson - responded to in the OneNote or BookCreator
- EYFS Computing – Design to be incorporated into EYFS provision across the week, in line with other activities and then added to Tapestry with Computing with Term and week noted.
- All lessons should include a OneNote with instructions/ screen shots for children to follow during lesson - please copy the correct version from the
- Knowledge Maps completed at the end of each term to feed into next terms learning

Teach Computing OneNote

- Termly plans should include opportunities for questions, and Challenges, including maths or science links.
- All teachers should teach at least $\frac{2}{3}$ of their own classes computing lessons during the year.
- Each activity should have a child's response with audio, writing or text and a screen shot, screen record or photo
 - This was easy because - Use of vocabulary
 - This was hard because- Use of vocabulary
 - I enjoyed this because- Use of vocabulary
 - Next time I would - Use of vocabulary
 - I have included - Use of vocabulary
 - I would use this for - Use of vocabulary