

Long Term Plan A/B cycle



EYFS

Children in Early Years have access to a variety of continuing and enhanced provision opportunities supporting Computing throughout the year. These are available throughout the day for a mix of focussed and self-chosen learning.

A range of technology is available in the classroom environment to access both independently and with an adult. For example, using the interactive white board, coding toys and time to use the iPads.



Year 1/2 (Cycle A)

Unit Title	Introduction to PM (1)	Creative Computing (1)	Creating Pictures (2)	Spreadsheets (2)	Animated Stories (1)	Coding (1)	Coding (2)
Lessons	3	4	5	6	6	6	6
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World							

Year 1/2 (Cycle B)

Unit Title	Introduction to PM (1)	Route Explorers (2)	The Internet (2)	Data Explorers (1)	Questioning (2)	Making Beats (1)	Creating & Following Instructions (1)	Presenting Ideas (2)	Technology Around Us (1)
Lessons	3	4	4	6	4	4	3	4	4
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World									

Year 3/4 (Cycle A)

Unit Title	* Email (3)	* Unpacking * Hardware & Software (4)	* Route Planners (3)	Effective Searching (4)	Coding (3/4 - See coding breakdown table below)	Presentations (3) <small>(Microsoft, Apple & Google)</small>	Spreadsheets (3)
Lessons	6	4	5	4	6	5	6
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World							

Year 3/4 (Cycle B)

Unit Title	* Animation (4)	* Logo (4)	* Branching * Databases (3)	Sound Stories (4)	Coding (3/4 - See coding breakdown table below)	Composing Beats (4)	Touch Typing (3)	Introduction to AI (4)
Lessons	6	4	4	4	6	4	4	4
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World								

Additional Units	Introduction to Purple Mash	micro:bit (3)	micro:bit (4)
Lessons	2	4	4

Year 3/4 (Coding Breakdown)

Coding lessons from both year 3 and 4 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 3 & 4 - CYCLE A						
Title	Using Flowcharts	Using Timers	'if' statements	Coordinates	Code, Test and Debug	Design, Code, Test and Debug
Year and lesson number	Year 3 Lesson 1	Year 3 Lesson 2	Year 4 Lesson 2	Year 4 Lesson 3	Year 3 Lesson 4	Year 4 Lesson 1

YEAR 3 & 4 - CYCLE B						
Title	Using Repeat	Repeat Until and 'if/else' Statements	Number Variables	Design and Make an Interactive scene	Design and Make an Interactive scene	Making a Playable game
Year and lesson number	Year 3 Lesson 3	Year 4 Lesson 4	Year 4 Lesson 5	Year 3 Lesson 5	Year 3 Lesson 6	Year 4 Lesson 6

Year 5/6 (Cycle A)

Unit Title	* Quizzing (5)	* Game Creator (5)	* Graphing (6)	Spreadsheets (6) <small>(Microsoft, Apple & Google)</small>	Coding (5/6 - See coding breakdown table below)	Word Processing (5) <small>(Microsoft, Apple & Google)</small>	3D Modelling (6)
Lessons	5	5	4	6	6	6	4
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World							

Year 5/6 (Cycle B)

Unit Title	* Networks (6)	* Databases (5)	* Blogging (6)	Concept Maps (5)	Coding (5/6 - See coding breakdown table below)	Introduction to Python (6)	Spreadsheets (5)	Data Detectives (6)
Lessons	4	4	4	4	6	4	6	4
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World								

Additional Units	Introduction to Purple Mash	Coding: External Devices (5)	Binary (6)	micro:bit (5)	micro:bit (6)
Lessons	2	6	4	4	4

Year 5/6 (Coding Breakdown)

Coding lessons from both year 5 and 6 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 5 & 6 - CYCLE A						
Title	Coding Efficiently	Simulating a physical system	Friction and Functions	Introducing Strings	Text Variable and Concatenation	User Input
Year and lesson number	Year 5 Lesson 1	Year 5 Lesson 2	Year 5 Lesson 5	Year 5 Lesson 5	Year 5 Lesson 6	Year 6 Lesson 5

YEAR 5 & 6 - CYCLE B						
Title	Designing and writing a more complex program	Designing and writing a more complex program	Decomposition and Abstraction	Using Functions	Flowcharts and control simulations	Text Adventure
Year and lesson number	Year 6 Lesson 1	Year 6 Lesson 2	Year 5 Lesson 3	Year 6 Lesson 3	Year 6 Lesson 4	Year 6 Lesson 6