Computing Long Term Plan 2021-22

At West Leigh Junior School, we teach computing through a combination of dedicated computing lessons and through embedded use across the curriculum. We believe that this approach allows children to develop specific skills through dedicated lessons and projects, and then go on to use technology in order that they are able to communicate and collaborate, whilst developing their knowledge and understanding across the whole curriculum.

E-Safety : We work to ensure our pupils use technology safely, respectfully and responsibly. Though dedicated lessons delivered by our computing teacher and through class PSHE, we provide a number of opportunities during the year to teach pupils specific E-Safety lessons whilst reinforcing the principles as and when technology is used by pupils.

	Autumn	Spring	Summer
Year 3	Understanding our school network. An introduction to algorithms. Using logical reasoning to predict outputs, showing an awareness of inputs	Understanding databases - searching, sorting and storing data Creating media – including animation	Understanding the internet and internet services. Programming: sequences/events and actions Debugging by identifying and fixing errors in a program
	Pupils have opportunities across the curriculum to select, use and combine a variety of software (including internet services) on a range of digital devices including iPads and laptops to design and create a range content that accomplish given goals, including collecting and presenting data and information.		
Year 4	Understanding the internet – browsing, searching and locating information Creating media: presenting information, use of images/photo editing Working with data: collecting, organising and presenting	Programming: repetition in shapes	Algorithms project: repetition in games
	Pupils have opportunities across the curriculum to select, use and combine a variety of software (including internet services) on a range of digital devices including iPads and laptops to design and create a range content that accomplish given goals, including collecting, analysing, presenting data and information.		
Year 5	Working with data, flat file databases, spreadsheets and the internet Multimedia modelling	Developing algorithms and more complex programs	Working with multimedia for communication and collaboration
	Pupils have opportunities across the curriculum to select, use and combine a variety of software (including internet services) on a range of digital devices including iPads and laptops to design and create a range content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		
Year 6	Design and create programs that accomplish specific goals, debug to control or simulate physical systems	Working with data : spreadsheets – building data sets Using formulae in spreadsheets – modelling a game Introduction to Summer project	Summer Project: Open to allow pupils to demonstrate all of their computing skills – creating and marketing a game
	Pupils have opportunities across the curriculum to select, use and combine a variety of software (including internet services) on a range of digital devices including iPads and laptops to design and create a range content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		