

Predominant Area of Computing*		
Computer	Information	Digital

Cycle A	Autumn			Spring			Summer		
Nursery	Barefoot Computing: Winer Warmers			Barefoot Computing: Busy Bodies Codapillar			Barefoot Computing: Summer Fun		
Class 1 - **Year R	Farms and food			Homes			Toys		
	Barefoot Computing: Awesome Autumn E Safety - Smartie the penguin			Barefoot Computing: Spring time Click and go - robot mouse			Barefoot Computing: Boats Ahoy		
	Coda pillar			Click and go - robot mouse			Click and go - robot mouse		
	Food and farming			Houses and Homes			Transport/ Holidays		
Class 2 Year 1 & 2	Purple Mash Unit 1.1 Online Safety Lessons – 4	Purple Mash Unit 2.5 Effective Searching Lessons– 3	Beebots – a Christmas Collar	Purple Mash Unit 1.9 Technology outside the classroom Lessons - 2	Purple Mash Unit 1.2 Grouping and sorting Lessons - 2	Purple Mash - 2Paint Which materials would you use to build a house?	Purple Mash Unit 1.8 spreadsheets	Purple Mash Unit 1.7 Coding Beebots - Beebots Roads and building mat	Purple Mash Unit 2.4 Questioning Weeks – 5 2Question, 2Investigate
	Beebots			Beebots			Beebots		
Class 3 Year 2 & 3	Stone Age			Rivers			Romans		
	Purple Mash Unit 2.2 online safety	Purple Mash Unit 2.1 Coding recap and sphero	Sphero BOLTS – physical computing Draw 1: shapes & Draw 3: perimeter	Purple Mash Online safety 3.2 online safety -revise	Purple Mash Coding 3.1 revise	Purple Mash Unit 2.6 Creating pictures	Purple Mash Unit 2.3 spreadsheets	Purple Mash Unit 3.9 - presenting	Purple Mash Unit 3.6 branching databases
	Sphero BOLTS – physical computing Draw 1: shapes & Draw 3: perimeter			VR – awaiting information from T&W					
Class 4 Year 4 & 5	Chocolate (including Mayans)			World Explorers			Treasure Hunters (Anglo-Saxons)		
	Purple Mash Unit 4.2 online safety Digital Matters – online bullying	Purple Mash Unit 4.1 coding	Sphero BOLTS – physical computing Blocks 1: Roll Block Squares Blocks 2: Light & Sound stories Blocks 4: On Collision Event Pong	Purple Mash Unit 5.2 Safety & Digital matters managing online information	Microsoft Word:4.4 Writing for different audience	Purple Mash Unit 5.1 Coding	Purple Mash Unit 4.6 animation	Crumble – programming A – selection in physical computing Lessons 1-3 (Teach Computing website – https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing)	
	Sphero BOLTS – physical computing			VR – awaiting information from T&W			Crumble		
Class 5 Year 5 & 6	Vikings			Carnival			Natural Disasters		
	Purple Mash Unit 5.2 Online safety + Digital Matters – Balancing screentime	Purple Mash Coding – Revise Unit 5.1 and teach unit 6.1 (lesson 1-3)	Sphero BOLTS – revise and recap Block 7: Flashlight function Tug o’ War Blocks 8: Hot BOLTotatoes & variables	Purple Mash Unit Online safety 6.2 + Digital matters Self-image & identity	Microsoft Excel: Unit 5.3 Spreadsheets	Unit 5.7 concept maps Microsoft word – snipping tool, shortcuts	Crumble – Morse code https://www.stem.org.uk/system/files/elibrary-resources/2018/02/Morse%20Code.pdf		
	Sphero BOLTS			VR – awaiting information from T&W			Crumble		

The computing curriculum is covers the National Curriculum Objectives in the Computing programmes of study: key stages 1 and 2 National curriculum and puts a clearer emphasis on three areas of learning: Computer Science, Information Technology and Digital Literacy. Alongside the curriculum, the planning offers curriculum enhancement opportunities including a range of Physical Computing opportunities.

Cycle B	Autumn	Spring	Summer
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Predominant Area of Computing*		
Computer	Information	Digital literacy

Nursery	Barefoot Computing: Winer Warmers			Barefoot Computing: Busy Bodies Codapillar			Barefoot Computing: Summer Fun		
Class 1 – **Year R	Ourselves			Animals			The seaside		
	Barefoot Computing: Awesome Autumn E Safety - Smartie the penguin			Barefoot Computing: Springtime Click and go - robot mouse			Barefoot Computing: Boats Ahoy		
	Click and go - robot mouse			Click and go - robot mouse			Click and go - robot mouse		
Class 2 Year 1 & 2	Katie Morag			Famous people			The Great Fire of London		
	Purple Mash Unit 1.1 Online Safety Lessons – 4	Beebots – lighthouse beacon mat	Purple Mash Unit 2.4 Questioning	Purple Mash Unit 2.2 Online safety	Purple Mash Unit 1.3 Pictograms	Purple Mash Unit 1.7 coding	Purple Mash Unit 1.3 spreadsheets	Purple Mash – 2 Create a story – great fire of London	Beebots Unit 1.5 Maze explorers
	Beebots			Beebots			Beebots		
Class 3 Year 2 & 3	Local history & wildlife			Egyptians			Contrasting Locations		
	Purple Mash Unit 2.2 Online safety	Purple Mash Unit 2.1 Coding	Sphero BOLTS – physical computing Draw 1: shapes & Draw 2: spelling	Purple Mash Unit 2.2 Online safety 3.2 online safety	Purple Mash Unit 3.1 - coding	Purple Mash Unit 2.8 presenting ideas Postcards - Egypt	Purple Mash Unit 3.8 graphing	Purple Mash Unit 3.3 spreadsheets	Unit 3.5 email Sending an email to the contacting location
	Sphero BOLTS			VR – awaiting information from T&W					
Class 4 Year 4 & 5	World at War – WW1 and 2			Bon Voyage - France			One Planet- Sustainability		
	Purple Mash Unit 4.2 & Digital Matters online privacy and security	Purple Mash Unit 4.1 coding	Sphero BOLTS – physical computing Blocks 1: Roll Block Squares Blocks 3: Matrix Emotions Block 5: If then Animal Toss	Purple Mash Unit 5.2 E safety Digital Matters – online reputation	Purple Mash Unit 5.4 databases	Purple Mash Unit 5.1 Coding – lesson 1-3	Crumble – programming A – selection in physical computing Lessons recap and revise Lesson 1-3 (then lessons 4-6) https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing	Purple Mash Unit 4.7 effective search (topic related)	Purple Mash Unit 5.6 3D modelling (Use of 3D printer)
	Sphero BOLTS			VR – awaiting information from T&W			Crumble		
Class 5 Year 5 & 6	Greeks			Victorians			Contrasting locality		
	Purple Mash Unit 5.2 Online safety & Digital Matters (online relationships	Purple Mash Coding – Revise Unit 5.1 and teach unit 6.1 (lesson 4-6	Sphero BOLTS – revise and recap Text 1: Hello World	Purple Mash Unit 6.2 Online safety & Digital Matters – Copyright and ownership	Microsoft Excel: Unit 6.9 spreadsheets	Crumble – traffic lights https://www.stem.org.uk/resources/elibrary/resource/425322/traffic-lights	Microsoft word: 5.8 word processing		
	Sphero BOLTS			VR – awaiting information from T&W			Crumble		

Computing Long Term Planning

*Additional online safety program - <https://www.internetmatters.org/>

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	Computer Science		Information Technology		Digital Literacy

*Most units will include aspects of all strands.




** EYFS areas of learning can be covered in any order allowing for child initiated learning

Teach computer – lesson plans for crumble- <https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing>

Physical computing with Crumble: https://static.teachcomputing.org/Guide-for-physical-computing-kits.pdf?_ga=2.157444154.1041269970.1666456652-991650264.1653387816

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