




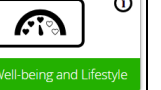





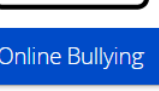



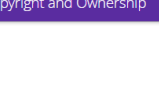

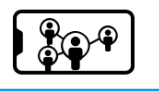











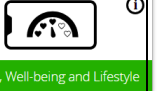


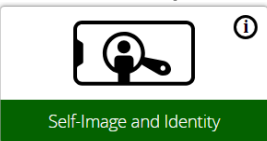
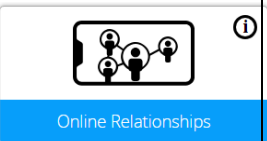







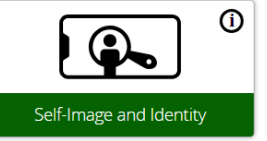
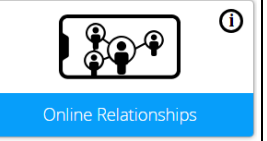

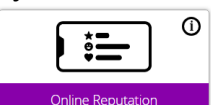
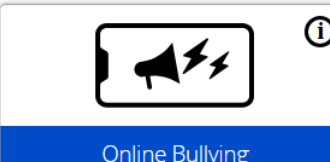
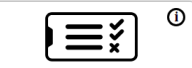



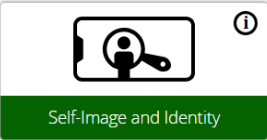
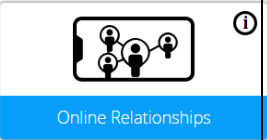

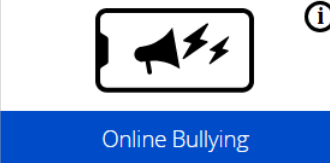














Clee Hill Community Academy Computing Long Term Plan

Cycle A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Class 2: Online safety coverage	<p><b>Project Evolve: Year 1</b></p>   <p>Self-Image and Identity    Online Relationships</p>	<p><b>Smartie the Penguin 1A</b> <b>Project Evolve: Year 1</b></p>  <p>Online Reputation</p>	<p><b>Project Evolve: Year 1</b></p>  <p>Online Bullying</p>	<p><b>Project Evolve: Year 1</b></p>   <p>Managing Online Information    Health, Well-being and Lifestyle</p>	<p><b>Project Evolve: Year 1</b></p>  <p>Privacy and Security</p>	<p><b>Project Evolve: Year 1</b></p>  <p>Copyright and Ownership</p>
Class 2	<p><b>NCCE: Year 1</b> <b>Technology around us.</b> Recognising technology in school and using it responsibly</p>	<p><b>Recap—digital painting</b> <b>NCCE: Year 2</b> <b>Digital photography</b>  Capturing and changing digital photographs for different purposes.</p>	<p><b>NCCE: Year 1</b> <b>Moving a robot.</b> Writing short algorithms and programs for floor robots, and predicting program outcomes</p>	<p><b>Recap-Grouping Data</b> <b>NCCE: Year 2: Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a computer.</p>	<p><b>NCCE: Year 1</b> <b>Digital writing.</b> Using a computer to create and format text, before comparing to writing non-digittally</p>	<p><b>Recap-Programming animations</b> <b>NCCE: Year 2</b> <b>Programming quizzes</b> Designing algorithms and programs that use events to trigger sequences of code to make interactive quiz.</p>
Class 3 Online safety coverage	<p>Downloading apps, fact versus opinion, and being asked to meet up</p> <p><b>Project Evolve: Year 3</b></p>   <p>Self-Image and Identity    Online Relationships</p>	<p><b>Smartie the Penguin 2A</b> <b>Project Evolve: Year 3</b></p>  <p>Online Reputation</p>	<p><b>Project Evolve: Year 3</b></p>  <p>Online Bullying</p>	<p><b>Project Evolve: Year 3</b></p>   <p>Managing Online Information    Health, Well-being and Lifestyle</p>	<p><b>Project Evolve: Year 3</b></p>  <p>Privacy and Security</p>	<p><b>Project Evolve: Year 3</b></p>  <p>Copyright and Ownership</p>
Class 3	<p><b>Recap— information technology around us</b> <b>NCCE: Year 3</b> <b>Connecting computers</b> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p><b>Recap—digital painting</b> <b>NCCE: Year 2</b> <b>Digital photography</b>  Capturing and changing digital photographs for different purposes.</p>	<p><b>Recap—Moving a robot</b> <b>NCCE: Year 3</b> <b>Sequencing sounds</b> Creating sequences in a block-based programming language to make music. <b>Sphero BOLTS</b></p>	<p><b>Recap-Grouping Data</b> <b>NCCE: Year 2</b> <b>Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a computer.</p>	<p><b>NCCE: Year 3</b> <b>Desktop publishing</b> Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p><b>Recap-Programming animations</b> <b>NCCE: Year 2</b> <b>Programming quizzes</b> Designing algorithms and programs that use events to trigger sequences of code /quiz.</p>
Class 4: Online safety coverage	<p><b>Project Evolve: Year 4</b></p>   <p>Self-Image and Identity    Online Relationships</p>	<p><b>Project Evolve: Year 4</b></p>  <p>Online Reputation</p>	<p><b>Project Evolve: Year 4</b></p>  <p>Online Bullying</p>	<p><b>Project Evolve: Year 4</b></p>   <p>Managing Online Information    Health, Well-being and Lifestyle</p>	<p><b>Project Evolve: Year 4</b></p>  <p>Privacy and Security</p>	<p><b>Project Evolve: Year 4</b></p>  <p>Copyright and Ownership</p>
Class 4	<p><b>NCCE: Year 4</b> <b>The internet</b> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p><b>Recap- Audio production</b> <b>NCCE: Year 5</b> <b>Video production</b>  Planning, capturing, and editing video to produce a short film.</p>	<p><b>NCCE: Year 4</b> <b>Repetition in shapes</b> Using a text-based programming language to explore count- controlled loops when drawing shapes.</p>	<p><b>Recap-data logging</b> <b>NCCE: Year 5</b> <b>Flat-file databases</b> Using a database to order data and create charts to answer questions.</p>	<p><b>NCCE: Year 4</b> <b>Photo editing</b> Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p><b>Recap-repetition in games</b> <b>NCCE: Year 5</b> <b>Selection in quizzes</b> Exploring selection in programming to design and code an interactive quiz.</p>
Class 5: Online safety coverage	<p><b>Project Evolve: Year 6</b></p>   <p>Self-Image and Identity    Online Relationships</p>	<p><b>Project Evolve: Year 6</b></p>  <p>Online Reputation</p>	<p><b>Project Evolve: Year 6</b></p>  <p>Online Bullying</p>	<p><b>Project Evolve: Year 6</b></p>   <p>Managing Online Information    Health, Well-being and Lifestyle</p>	<p><b>Project Evolve: Year 6</b></p>  <p>Privacy and Security</p>	<p><b>Project Evolve: Year 6</b></p>  <p>Copyright and Ownership</p>
Class 5	<p><b>Recap- systems and sharing</b> <b>NCCE: Year 6</b> <b>Communication and collaboration</b> Exploring how data is transferred by working collaboratively online.</p>	<p><b>Recap- Audio production</b> <b>NCCE: Year 5</b> <b>Video production</b> Planning, capturing, and editing video to produce a short film.</p>	<p><b>Recap- Selection in physical computing</b> <b>NCCE: Year 6</b> <b>Variables in games</b> Exploring variables when designing and coding a game.</p>	<p><b>Recap-data logging</b> <b>NCCE: Year 5</b> <b>Flat-file databases</b> Using a database to order data and create charts to answer questions.</p>	<p><b>Recap- introduction to vector graphics</b> <b>NCCE: Year 6</b> <b>3D modelling</b> Planning, developing, and evaluating 3D computer models of physical objects.</p>	<p><b>Recap-repetition in games</b> <b>NCCE: Year 5</b> <b>Selection in quizzes</b> Exploring selection in programming to design and code an interactive quiz.</p>

Cycle B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
	<p><b>Smartie the Penguin 1B</b> Project Evolve: Year 2</p>  	<p><b>Smartie the Penguin 1B Project</b></p>  <p>Evolve: Year 2</p> 	<p><b>Project Evolve: Year 2</b></p> 	<p><b>Project Evolve: Year 2</b></p>  	<p><b>Project Evolve: Year 2</b></p> 	<p><b>Project Evolve: Year 2</b></p> 
Class 2	<p><b>Recap-Technology around us</b> NCE: Year 2 <b>Information technology around us</b></p> <p>Identifying IT and how its responsible use improves our world in school and beyond.</p>	<p><b>NCE: Year 1</b> <b>Digital painting.</b></p> <p>Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally</p>	<p><b>Recap-Moving a robot</b> NCE: Year 2 <b>Robot algorithms</b></p> <p>Creating and debugging programs, and using logical reasoning to make predictions.</p> <p>Software: Beebots</p>	<p><b>NCE: Year 1</b> <b>Grouping data.</b></p> <p>Exploring object labels, then using them to sort and group objects by properties</p>	<p><b>NCE: Year 2</b> <b>Digital music</b></p> <p>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p>	<p><b>NCE: Year 1</b> <b>Programming animations.</b></p> <p>Designing and programming the movement of a character on screen to tell stories</p>
	<p><b>Project Evolve: Year 2</b></p>  	<p><b>Smartie the Penguin 2A</b></p>  <p>Project Evolve: Year 2</p> 	<p><b>Project Evolve: Year 2</b></p> 	<p><b>Project Evolve: Year 2</b></p>  	<p><b>Project Evolve: Year 2</b></p> 	<p><b>Project Evolve: Year 2</b></p> 
Class 3	<p><b>Recap-Technology around us</b> NCE: Year 2 <b>Information technology around us</b></p> <p>Identifying IT and how its responsible use improves our world in school and beyond.</p>	<p><b>Recap—digital photography</b> NCE: Year 3</p> <p><b>Stop-frame animation</b> Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p><b>Recap-Moving a robot</b> NCE: Year 2 <b>Robot algorithms</b></p> <p>Creating and debugging programs, and using logical reasoning to make predictions.</p> <p>Software: Beebots</p>	<p><b>Recap— Pictograms</b> NCE: Year 3 <b>Branching databases</b></p> <p>Building and using branching databases to group objects using yes/no questions.</p>	<p><b>NCE: Year 2</b> <b>Digital music</b></p> <p>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p>	<p><b>Recap—programming quizzes</b> NCE: Year 3 <b>Events and actions in programs</b></p> <p>Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
	<p><b>Project Evolve: Year 5</b></p>  	<p><b>Project Evolve: Year 5</b></p> 	<p><b>Project Evolve: Year 5</b></p> 	<p><b>Project Evolve: Year 5</b></p>  	<p><b>Project Evolve: Year 5</b></p> 	<p><b>Project Evolve: Year 5</b></p> 

Clee Hill Community Academy Computing Long Term Plan



<p><b>Class 4</b></p>	<p><b>Recap- The Internet</b>  <b>NCCE: Year 5</b>  <b>Systems and searching</b>                  Recognising IT systems in the world and how some can enable searching on the internet</p>	<p><b>NCCE: Year 4</b>  <b>Audio production</b>                  Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p><b>NCCE: Year 4</b>  <b>Data logging</b>                  Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p><b>Recap-photo editing</b>  <b>NCCE: Year 5</b>  <b>Introduction to vector graphics</b>                  Creating images in a drawing program by using layers and groups of objects.</p>	<p><b>NCCE: Year 4</b>  <b>Repetition in games</b>                  Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>	<p><b>Recap-repetition in shape</b>  <b>NCCE: Year 5</b>  <b>Selection in physical computing</b>                  Exploring conditions and selection using a programmable microcontroller</p>
	<p><b>Project Evolve: Year 5</b></p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 45%;">                   Self-Image and Identity             </div> <div style="border: 1px solid black; padding: 5px; width: 45%;">                   Online Relationships             </div> </div>	<p><b>Project Evolve: Year 5</b></p> <div style="border: 1px solid black; padding: 5px; width: 100%;">                   Online Reputation             </div>	<p><b>Project Evolve: Year 5</b></p> <div style="border: 1px solid black; padding: 5px; width: 100%;">                   Online Bullying             </div>	<p><b>Project Evolve: Year 5</b></p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 45%;">                   Managing Online Information             </div> <div style="border: 1px solid black; padding: 5px; width: 45%;">                   Health, Well-being and Lifestyle             </div> </div>	<p><b>Project Evolve: Year 5</b></p> <div style="border: 1px solid black; padding: 5px; width: 100%;">                   Privacy and Security             </div>	<p><b>Project Evolve: Year 5</b></p> <div style="border: 1px solid black; padding: 5px; width: 100%;">                   Copyright and Ownership             </div>
<p><b>Class 5</b></p>	<p><b>Recap- The Internet</b>  <b>NCCE: Year 5</b>  <b>Systems and searching</b>                  Recognising IT systems in the world and how some can enable searching on the internet</p>	<p><b>Recap- audio production</b>  <b>NCCE: Year 6</b>  <b>Webpage creation</b>                  Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p>	<p><b>Recap- data logging</b>  <b>NCCE: Year 6</b>  <b>Introduction to spreadsheets</b>                  Answering questions by using spreadsheets to organise and calculate data.</p>	<p><b>Recap-photo editing</b>  <b>NCCE: Year 5</b>  <b>Introduction to vector graphics</b>                  Creating images in a drawing program by using layers and groups of objects.</p>	<p><b>Recap- selection in quizzes</b>  <b>NCCE: Year 6</b>  <b>Sensing movement</b>                  Designing and coding a project that captures inputs from a physical device.</p>	<p><b>Recap-repetition in shape</b>  <b>NCCE: Year 5</b>  <b>Selection in physical computing</b>                  Exploring conditions and selection using a programmable microcontroller.</p>