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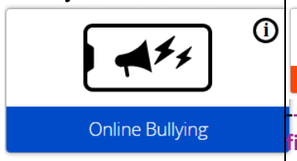
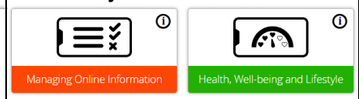
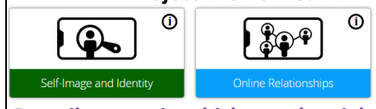
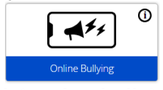
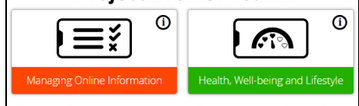
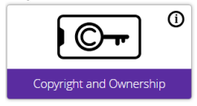
Clee Hill Community Academy Computing Long Term Plan

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
	Smartie the Penguin 1B Project Evolve: Year 2 -Describe ways in which people might make themselves look different online. -Give examples of how someone might use technology to communicate with others they don't also know offline and explain why this might be risky. (e.g. email, online gaming, a pen-pal in another school / country).	Smartie the Penguin 1B Project Evolve: Year 2 -Describe how anyone's online information could be seen by others.	Project Evolve: Year 2  -Explain what bullying is, how people may bully others and how bullying can make someone feel.	Project Evolve: Year 2  --Explain why some information I find online may not be true.	Project Evolve: Year 2 Describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).	Project Evolve: Year 2 - describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).
Class 2	NCCE: Year 2: Information technology around us Identifying IT and how its responsible use improves our world in school and beyond. - name the main parts of a computer - use a mouse to click and drag - type my name on a computer - save my work to a file and open it again	NCCE: Year 1 Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally -Use the shape and line tools effectively -Choose appropriate paint tools and colours -Change the colour and brush sizes	NCCE: Year 2 Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions. -Use 4 commands in a sequence including forwards/backwards/left turn/right turn. -Know when and how to debug programs. -Know a series of instructions (usually on a computer) is called an Algorithm	NCCE: Year 1 Grouping data. Exploring object labels, then using them to sort and group objects buy properties -Use a computer to write, add/remove text. -Alter font including size and style. -Name a group of objects using a label according to property (including size, shape or colour).	NCCE: Year 2 Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. -Show how music is made from a series of notes. -Create music for a purpose, review and refine computer work.	Programming B - Programming animations Designing and programming the movement of a character on screen to tell stories -Show that a series of commands can be joined together. - Identify the effect of changing a value. -Explain that each sprite has a set of its own instructions.
	Project Evolve: Year 2  -Describe ways in which people might make themselves look different online. -Give examples of how someone might use technology to communicate with others they don't also know offline and explain why this might be risky. (e.g. email, online gaming, a pen-pal in another school / country).	Smartie the Penguin 2A Project Evolve: Year 2 -Describe how anyone's online information could be seen by others.	Project Evolve: Year 2  -Explain what bullying is, how people may bully others and how bullying can make someone feel.	Project Evolve: Year 2  -Explain why some information I find online may not be true.	Project Evolve: Year 2 -Describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).	Project Evolve: Year 2  - describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).
Class 3	NCCE: Year 2 Information technology around us Identifying IT and how its responsible use improves our world in school and beyond. - name the main parts of a computer - use a mouse to click and drag - type my name on a computer save my work to a file and open it again	NCCE: Year 3 Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story. -Explain that an animation is a sequence of pictures or images. -add other media to my animation	NCCE: Year 2 Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions. -Use 4 commands in a sequence including forwards/backwards/left turn/right turn. -Know when and how to	NCCE: Year 3: Branching databases Building and using branching databases to group objects using yes/no questions. -To give an example of an open-ended question and a yes/no question. -Know that the objects in a branching database need to be split into similar sized groups.	NCCE: Year 2Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. -Show how music is made from a series of notes. -Create music for a purpose, review and refine computer work.	NCCE: Year 3 Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions. -Use codes to determine an outcome. -Evaluate and implement their designs.

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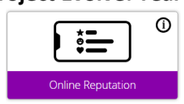
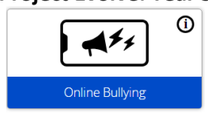
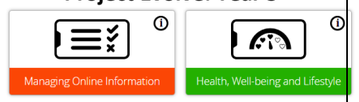
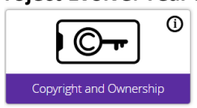
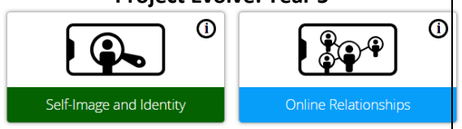
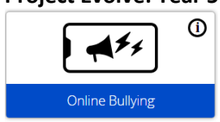
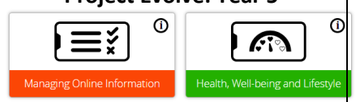
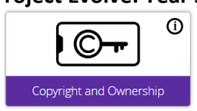
	Project Evolve: Year 5 -Know that my online identity can have an impact on others, both positively and negatively.	**Project Evolve: Year 5**  -Describe ways that information about anyone online can be used by others to make judgments about an individual and why these may be incorrect	**Project Evolve: Year 5**  -Describe how what one person perceives as playful joking and teasing (including 'banter') might be experienced by others as bullying.	**Project Evolve: Year 5**  -Evaluate digital content and can explain how to make choices about what is trustworthy	**Project Evolve: Year 5** -Explain what a strong password is and demonstrate how to create one.	**Project Evolve: Year 5**  -Assess and justify when it is acceptable to use the work of others
Class 4	NCCE: Year 5 Systems and searching Recognising IT systems in the world and how some can enable searching on the internet -Explain that computers can be connected together to form IT systems -Explain how someone can get help if they are having problems and identify when to tell a trusted adult	NCCE: Year 4 Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered. -Identify the uses for recorded audio (music, podcasts etc.). -Explain the ways that audio can be recorded and how to make it of high quality.	NCCE: Year 4 Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation. -Choose a data set to answer a given question -Use data from a sensor to answer a given question -Identify the intervals used to collect data	NCCE: Year 5 Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects. Duplicate objects using copy and paste -Recognise that vector images can be scaled without impact on quality	NCCE: Year 4 Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game. -Explain the uses of repetition in programming and link this with the drawing of various shapes.	NCCE: Year 5 Selection in physical computing Exploring conditions and selection using a programmable microcontroller -Use a condition in an 'if...then...' statement to start an action -Create a condition-controlled loop
	Project Evolve: Year 5  -Know that my online identity can have an impact on others, both positively and negatively.	**Project Evolve: Year 5** -Describe ways that information about anyone online can be used by others to make judgments about an individual and why these may be incorrect	**Project Evolve: Year 5**  -Describe how what one person perceives as playful joking and teasing (including 'banter') might be experienced by others as bullying.	**Project Evolve: Year 5**  -Evaluate digital content and can explain how to make choices about what is trustworthy	**Project Evolve: Year 5** Explain what a strong password is and demonstrate how to create one.	**Project Evolve: Year 5**  -Assess and justify when it is acceptable to use the work of others
Class 5	NCCE: Year 5 Systems and searching Recognising IT systems in the world and how some can enable searching on the internet -Explain that computers can be connected together to form IT systems -Explain how someone can get help if they are having problems and identify when to tell a trusted adult	NCCE: Year 6 Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. -Draw a web page layout that suits my purpose -Explain why I should use copyright-free images -Add content to my own web page	NCCE: Year 6 Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data. -Apply an appropriate format to a cell -Construct a formula in a spreadsheet -Identify that changing inputs changes outputs	NCCE: Year 5 Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects. -Duplicate objects using copy and paste -Recognise that vector images can be scaled without impact on quality	NCCE: Year 6 Sensing movement Designing and coding a project that captures inputs from a physical device. -Use the same variable in more than one location in a program	NCCE: Year 5 Selection in physical computing Exploring conditions and selection using a programmable microcontroller. -Use a condition in an 'if...then...' statement to start an action -Create a condition-controlled loop

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