

Computing LONG TERM PLAN						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<u>iMake Music</u> To understand that devices can be used to record and play sound. <u>iMake Media</u> To understand that devices can be used to capture images To explore using software to combine images, sound and text.	<u>iMake Videos</u> To use digital tools to record a video.	<u>iCan Play</u> To take turns when playing games. <u>iCan Move</u> To develop basic mouse skill.	<u>iCan Direct</u> To give and follow simple directions.	<u>iFind Patterns</u> To recognise and create simple patterns <u>iAm Logical</u> To recognise similarities and differences to sort objects To solve a practical problem	<u>iOrganise Data</u> To understand that objects can be used to represent data

Reception	<p><u>iSearch Online</u> To search digital content</p> <p><u>iCan Sequence</u> To sequence the steps in making a sandwich</p> <p><u>iCan Program</u> To give simple commands to a programmable toy</p>	<p><u>iStay Safe</u> To understand that the Internet can be used to visit places and learn from</p> <p>To compare staying safe online to staying safe in the real world</p> <p><u>iMake Art</u> To identify and compare simple 2D shapes</p> <p>To use digital tools to create artwork</p> <p><u>iCan Control</u> To sequence instructions and predict outcomes</p> <p>To use an agreed format to record</p>	<p><u>iCan Sort</u> To recognise similarities and differences</p> <p>To predict the criteria used to sort objects</p> <p><u>iCan Turn</u> To program a toy to move and make turns</p> <p><u>iCan Animate</u> To create a simple animation using stop motion</p>	<p><u>iTell Stories</u> To retell a classic tale</p> <p><u>iSend Email</u> To understand that messages can be sent electronically over distances and that people can reply to them</p> <p>To understand that communications can be images, sound and text</p> <p><u>iCan Model</u> Compare real life and virtual situations</p> <p>Begin to understand that computers can represent real or imaginary situations</p>	<p><u>iMake Pictograms</u> To use pictograms to represent data</p> <p>To use pictograms to answer questions</p> <p><u>iCan Surf</u> To understand that the world wide web can be used to find things by using search terms</p> <p>To make choices by selecting images</p> <p><u>iCan report</u> To understand that the world wide web can be used to find things by using search terms</p> <p>To make choices by selecting images</p>	<p><u>iCatch aliens</u> To use iPads and Augmented Reality apps to 'find' aliens in an environment</p> <p>To use a simple map to mark the position of objects</p> <p><u>iMake Algorithms</u> To understand that nursery rhymes involve sequences</p> <p>To create simple flow charts for popular nursery rhymes</p> <p><u>iGuess Beasts</u> To understand that information can be represented by codes</p> <p>To use devices to scan QR codes and interpret information</p> <p><u>iMake Pixle Art</u> To decode simple digital images by colouring pixels</p>
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Year 1	<p><u>iAlgorithm</u></p> <ul style="list-style-type: none"> -understand what algorithms are; how they are how implemented as programs on digital device -understand that programs execute by following precise and unambiguous instructions -use logical reasoning to predict the behaviour of simple programs create and debug simple program 	<p><u>iWrite</u></p> <ul style="list-style-type: none"> -To recognise that text can be created in a number of ways -To use word processing software to create text -To understand that a computer can be connected to a printer -To select and insert text into a word processing application -To open and save a word processing document -To understand the value of using a word processor to produce text 	<p><u>iData</u></p> <ul style="list-style-type: none"> -use technology purposefully to create, organise, store, manipulate and retrieve digital content 	<p><u>iProgram</u></p> <ul style="list-style-type: none"> -understand what algorithms are; how they are how implemented as programs on digital devices. -recognise common uses of information technology beyond school -understand that programs execute by following precise and unambiguous instructions -use logical reasoning to predict the behaviour of simple programs -create and debug simple programs 	<p><u>iModel</u></p> <ul style="list-style-type: none"> -use technology purposefully to create, organise, store, manipulate and retrieve digital content 	<p><u>iSafe</u></p> <ul style="list-style-type: none"> -use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies -identify a range of ways to report concerns about content and contact
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Year 2	<p><u>iProgram</u></p> <ul style="list-style-type: none"> -To understand what algorithms are; how they are how implemented as programs on digital devices -To create and debug simple programs -To use technology purposefully to create, organise, store, manipulate and retrieve digital content 	<p><u>iSearch</u></p> <ul style="list-style-type: none"> -use technology purposefully to create, organise, store, manipulate and retrieve digital content -use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<p><u>iAnimate</u></p> <ul style="list-style-type: none"> -use technology purposefully to create, organise, store, manipulate and retrieve digital content -use technology purposefully to create 	<p><u>iPub</u></p> <ul style="list-style-type: none"> -select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals 	<p><u>iBlog</u></p> <ul style="list-style-type: none"> -select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals 	<p><u>isafe</u></p> <ul style="list-style-type: none"> -use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies -recognise common uses of information technology beyond school
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