



Marshland Primary Academy Computing Long Term Plan

If you would like more information about the Computing curriculum we offer at Marshland Primary Academy, then please contact the academy office.

	Autumn		Spring		Summer	
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years Foundation Stage	Computing is embedded within the Early Years Foundation Stage Curriculum through the use of the learning environment and classroom provision. The children are given a wealth of opportunities and resources to engage in activities, both child-initiated and adult-directed, which enable them to recognise technology, use it to enhance their learning and equip them to complete simple programmes. During the children's time in Early Years Foundation Stage, the essential building blocks of Computing capability are established.					
Year 1	Online Safety and Exploring Purple Mash – 4 weeks Grouping and Sorting – 2 weeks Pictograms – 3 weeks Lego Builders – 3 weeks		Online safety – 1 week Maze Exploration -3 weeks Spreadsheets – 3 weeks Animated Story Books – 5 weeks		Coding – 6 weeks Technology outside school – 2 weeks Art/Drawing 4 weeks	
Year 2	Online Safety & Exploring Purple Mash – 1 week Coding – 5 weeks Spreadsheets – 4 weeks Making Music – 3 weeks		Online safety – 3 weeks Effective searching – 3 weeks Creating pictures – 5 weeks		Questioning (databases) – 5 weeks Presenting ideas – 4 weeks Art/Drawing 2 weeks	
Year 3	Online safety & Exploring Purple Mash – 1 week Coding – 6 weeks Email – 6 weeks		Online safety – 3 weeks Spreadsheets – 3 weeks Touch-typing – 4 weeks		Graphing 3 weeks Simulations – 3 weeks Branching Databases – 4 weeks	
Year 4	Online safety & Exploring Purple Mash – 1 week Coding – 6 weeks Spreadsheets – 6 weeks		Online safety – 4 weeks Hardware investigators – 2 weeks Logo – 4 weeks		Writing for different audiences – 5 weeks Effective searching – 3 weeks Animation – 3 weeks	
Year 5	Online Safety & Exploring Purple Mash – 1 week Coding – 6 weeks Spreadsheets – 6 weeks		Online safety – 3 weeks Databases – 4 weeks Word processing - 4 weeks		Game Creator – 5 weeks Concept maps – 4 weeks 3D modelling - 4 weeks	



Marshland Primary Academy Computing Long Term Plan

If you would like more information about the Computing curriculum we offer at Marshland Primary Academy, then please contact the academy office.

Year 6	Online safety & Exploring Purple Mash – 1 week Coding – 6 weeks Text adventures – 5 weeks	Online safety – 2 weeks Networks - 3 weeks Blogging – 5 weeks	Spreadsheets – 5 weeks Binary - 4 weeks Quizzing – 6 weeks
As computer scientists:	<p>The children will be taught to become digitally literate to prepare them for the future workplace and to be active participants in the digital world. They will have practical experience using computers to help solve problems, to design programs and to evaluate and apply information technology when using it in different contexts.</p>		