



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.					
Key Stage One National Curriculum	Pupils should be taught to: <ul style="list-style-type: none"> - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - create and debug simple programs - use logical reasoning to predict the behaviour of simple programs - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school - 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. 					
Year 1	Technology around us Recognise common uses of information technology beyond school.	Media - Digital painting Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.	Moving a robot Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions. Create and debug simple programs.	Grouping data Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.	Media - Digital writing Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping personal information private.	Programming animations Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions. Use logical reasoning to predict the behaviour of simple programs.
Year 2	Technology around us Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Recognise common uses of information technology beyond school.	Media - Digital photography Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Recognise common uses of information technology beyond school.	Robot algorithms Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.	Data – Pictograms Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use technology safely and respectfully, keeping personal information private; identify	Media - Digital music Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.	Programming quizzes Use logical reasoning to predict the behaviour of simple programs. Use technology purposefully to create, organise, store, manipulate and retrieve digital content.



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		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	Create and debug simple programs.	where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		
	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts - use sequence, selection, and repetition in programs, work with variables and various forms of input and output - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs - understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content - 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, including collecting, analysing, evaluating and presenting data and information - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 					
Year 3	<p>Systems and networks – Connecting computers</p> <p>Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p>	<p>Media – Stop frame animation</p> <p>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, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Programming – Sequencing sounds</p> <p>Use sequence, selection, and repetition in programs, work with variables and various forms of input and output.</p>	<p>Data – Branching databases</p> <p>Select, use and combine a variety of software. Use technology safely, respectfully and responsibly</p>	<p>Media – Desktop publishing</p> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Programming – Events and actions in programs</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p>
Year 4	<p>Systems and networks – The internet</p> <p>Understand internet, including the Worlds Wide Web and the opportunities they offer for communication and collaboration. Use search technologies effectively, appreciate how results are</p>	<p>Media -Audio production</p> <p>To accomplish given goals, including collecting, analysing, evaluating, and presenting data and information. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable</p>	<p>Programming – Repetition in shapes</p> <p>Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect</p>	<p>Data logging</p> <p>Use sequence, selection, and repetition in programs, work with variables and various forms of input and output Select, use, and combine a variety of software (including internet services) on a range of digital devices to design</p>	<p>Media – Photo editing</p> <p>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, including collecting,</p>	<p>Programming in games</p> <p>Design, write, and debug programs that accomplish specific goals including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p>



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	selected and ranked, and be discerning in evaluating digital content	behaviour; identify a range of ways to report concerns about content and contact	and correct errors in algorithms and programs.	and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information.	analysing, evaluating and presenting data and information.	
Year 5	<p>Systems and searching Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Media – Video production 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, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Programming – Selection in physical computing Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p>	<p>Flat-file databases Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. 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, including collecting, analysing, evaluating, and presenting data and information</p>	<p>Media – Introduction to vector graphics To design and create a range of programs, systems, and content that accomplish given goals. 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, including collecting, analysing, evaluating, and presenting data and information.</p>	<p>Programming – selection in quizzes Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs, work with variables and various forms of input and output.</p>
Year 6	<p>Systems and networks – Communication and collaboration Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content.</p>	<p>Media – Web page creating 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. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>	<p>Programming – Variable in games Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>Data – Introduction to spreadsheets 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, including collecting, analysing, evaluating, and presenting data and information.</p>	<p>Media- 3D modelling 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, including collecting, analysing, evaluating, and presenting data and information</p>	<p>Programming - Sensing movement 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, including collecting, analysing, evaluating and presenting data and information</p>



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