Britannia Bridge Computing Long Term Plan 2025-26

Strands of Computing						
Digital Literacy		Information Technology			Computer Science	

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery Caterpillars	**All about me** • Identify technology in school and at home • Tell a trusted about online worries	**Celebrations** • Mark-make using technology	**Down in the woods** • Follow a simple command orally • Give simple commands orally	**Heroes and villains** • Begin to count physical objects • Begin to group objects • Begin to develop mouse skills	**Amazing animals** • Use selection when designing digitally • Take a photo	**Under the sea** • Program a Beebot to move using a command
	Continuous coverage throughout the year of computational knowledge and skills.					
Reception Butterflies	**It's Good To Be Me** • Identify a range of technology in their life • Explain why they should tell a trusted adult about online worries	**Celebrations** • Create digital artwork • Use selection when designing digitally	**The world around us** • Follow a simple algorithm orally • Give simple algorithms orally	**Growing** • Identify and count physical objects and representations • Group and compare objects • Develop mouse skills	**Houses and homes** • Make sound and music digitally • Take photos and videos	**Fantasy** • Program a Beebot to move using an algorithm
	Continuous coverage throughout the year of computational knowledge and skills.					
Year 1 Bumblebees	**Computing systems and networks** Technology around us	**Creating media** Digital painting	**Programming A** Moving a robot	**Data and information** Grouping data	**Creating media** Digital writing	**Programming B** Programming animations
Year 2 Seahorses	**Computing systems and networks** IT around us	**Creating media** Digital photography	**Programming A** Robot algorithms	**Data and information** Pictograms	**Creating media** Digital music	**Programming B** Programming quizzes
Year 3 Hummingbirds	**Computing systems and networks** Connecting computers	**Creating media** Stop-frame animation	**Programming A** Sequencing sounds	**Data and information** Branching databases	**Creating media** Desktop publishing	**Programming B** Events and actions in programs

Year 4 Dragonflies	Computing systems and networks The Internet	Creating media Audio production	Programming A Repetition in shapes	Data and information Data logging	Creating media Photo editing	Programming B Repetition in games
Year 5 Owls	Computing systems and networks Systems and searching	Creating media Video production	Programming A Selection in physical computing	Data and information Flat-file databases	Creating media Introduction to vector graphics	Programming B Selection in quizzes
Year 6 Sharks	Computing systems and networks Communication and collaboration	Creating media Web page creation	Programming A Variables in games	Data and information Introduction to Spreadsheets	Creating media 3D Modelling	Programming B Sensing movement Transition (Optional) Using the micro:bit for primary to secondary transition

Internet safety is taught throughout the year within computing lessons, PSHE lessons, assemblies, Safer Internet week and using resources from 'Project Evolve', which links to each of the 330 statements from UK Council for Internet Safety's (UKCIS) framework.