

Britannia Bridge Computing Long Term Plan

| 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 <ul style="list-style-type: none"> Identify technology in school and at home Tell a trusted about online worries | Celebrations <ul style="list-style-type: none"> Mark-make using technology | Down in the woods <ul style="list-style-type: none"> Follow a simple command orally Give simple commands orally | Heroes and villains <ul style="list-style-type: none"> Begin to count physical objects Begin to group objects Begin to develop mouse skills | Amazing animals <ul style="list-style-type: none"> Use selection when designing digitally Take a photo | Under the sea <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Identify a range of technology in their life Explain why they should tell a trusted adult about online worries | Celebrations <ul style="list-style-type: none"> Create digital artwork Use selection when designing digitally | The world around us <ul style="list-style-type: none"> Follow a simple algorithm orally Give simple algorithms orally | Growing <ul style="list-style-type: none"> Identify and count physical objects and representations Group and compare objects Develop mouse skills | Houses and homes <ul style="list-style-type: none"> Make sound and music digitally Take photos and videos | Fantasy <ul style="list-style-type: none"> 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 |

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|-----------------------|---|-------------------------------------|---|--|--|--|
| 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.