



Langton Primary School

Computing Curriculum – Whole School Long Term Plan



Cycle A

	Term 1a	Term 1b	Term 2a	Term 2b	Term 3a	Term 3b
Derwent (EYFS)	Computing and technology will be embedded throughout the Early Years Provision. Children will have access to iPads, computers, laptops, bee bots, and the IWB. Through exploration and teacher lead input, children will: know and talk about the different factors that support their overall health and wellbeing: - sensible amounts of 'screen time' (PSED). Develop their fine motor skills so that they can use a range of tools competently, safely and confidently (PD). Explore, use and refine a variety of artistic effects to express their ideas and feelings. (EAD)					
Foss	Unit 1.1 - Online Safety and exploring Purple Mash (4) Unit 1.9 – Technology Outside School (2)	Unit 1.5 -Maze Explorers (3) Unit 1.3 – Pictograms (3)	Unit 2.2 – Online Safety (3) Unit 2.7 – Making Music (3)	Unit 1.6 – Animated Story Books (5)	Unit 2.4 – Questioning (5)	Unit 2.5 -Effective Searching (3) Unit 2.8 -Presenting Ideas (4)
Ouse	Coding See Coding Breakdown – Cycle A (6)	Unit 4.2 – Online Safety (4) Unit 4.7 – Effective Search (3)	Unit 3.9 – Presenting with Microsoft PowerPoint (6)	Unit 4.4 – Writing for different audiences (5)	Unit 4.5 – Logo (4) Unit 4.6 – Animations (3)	Unit 4.8 – Hardware Investigators (2) Unit 3.6 - Branching Databases (4)
Rye	Coding See Coding Breakdown – Cycle A (6)	Unit 6.2 – Online Safety (2) Unit 6.4 – Blogging (4)	Unit 5.8 – Word Processing with Microsoft Word (8)	Unit 6.6 – Networks (3)	Unit 6.7 – Quizzing (6)	Unit 6.5 – Text Adventures (5)

Coding Breakdown

Year 3 & 4 Cycle A

Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6
---------------------------------------	--	--	---	--

Year 5 & 6 Cycle A

Designing and writing a more complex program Unit 6.1, Lessons 1 & 2	Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6
--	--	---	---	--