

# Long Term Plan (Year A)



The 'Teach Computing' curriculum contains everything to teach computing at key stages 1 to 4, including lesson plans, slides, worksheets, homework and assessment- <https://teachcomputing.org>

It has been created by subject experts, based on the latest pedagogical research and teacher feedback. It also provides an innovative progression framework where computing content (concepts, knowledge, skills, and objectives) has been organised into interconnected networks we call learning graphs- [curriculum journey poster](#)

	<b>Autumn</b> Our World	<b>Spring</b> Space	<b>Summer</b> Lakes and Dales
KS1	<b>Into the Woods</b>	<b>What's out there?</b>	<b>Farming</b>
	<a href="#">Yr 1 - Technology around us</a> Elements of <a href="#">Yr 2 - IT around us</a> for year 2 children  <b>E-Safety</b>	<a href="#">Yr 1 - Moving a robot</a> - basics first from year 1 then year 2 lessons from <a href="#">Yr 2 - Robot Algorithms</a>  <b>Internet safety week</b>	<a href="#">Yr 1 - Digital writing</a> <a href="#">Yr 2 - Creating media - making music</a> (keyboard skills from digital writing to be covered across both cycles)
	Mouse/keyboard Paintz Drawing Desk App (iPad)	Beebots	<a href="#">Chrome Music lab</a> <a href="#">Isle of Tune</a> <a href="#">Incredibox</a>
	<a href="#">Yr 1 - Digital painting</a>	<a href="#">Yr 2 - Data and information - Pictograms</a>	<a href="#">Yr 1 - Introduction to animation</a> (consider <a href="#">year 2 programming quizzes</a> if needed for year 2)
	Drawing Desk app (iPad) Microsoft Paint Sketch app	J2E Pictograms	Jr scratch
LKS2	<b>Tropics</b>	<b>Space Race</b>	<b>Prehistoric Cumbria</b>
	<a href="#">Yr 3 - Computing systems and networks - Connecting computers</a> <a href="#">Yr 4 - Computing systems and networks -</a>	<a href="#">Yr 3 - Programming A - sequence in music</a>	<a href="#">Yr 3 - Creating media - Desktop publishing</a>

	<a href="#">The internet</a> <b>E-Safety</b>	<b>Internet safety week</b>	
		Scratch	Adobe Spark app Canva Publisher Book Creator
	<a href="#">Creating media - Animation</a>	<a href="#">Yr 4 - Date and information - Data logging</a>	<a href="#">Yr 4 - Programming B - Repetition in games</a>
	Stop Motion Studio	Data loggers	Scratch
UKS2	<b>Polar</b>	<b>20<sup>th</sup> Century</b>	<b>World War 2</b>
	<a href="#">Yr 5 - Computing systems and networks - sharing information</a>	<a href="#">Yr 5 - Programming A - Selection in physical computing</a>	<a href="#">Yr 5 - Creating media - Vector drawing</a>
	<b>E-Safety</b>	<b>Internet safety week</b>	
		lego Wedo (NGA Kids app)	Google Drawings
	<a href="#">Yr 5 - Creating Media - Video editing</a>	<a href="#">Yr 6 - Data and information - Spreadsheets</a>	<a href="#">Yr 5 - Programming A - Selection in physical computing</a>
	I-Movie	Google Sheets Microsoft Excel Numbers (iPad)	Lego WeDo