

Units from Teach Computing arranged for mixed year groups Y1-Y6: <https://teachcomputing.org/curriculum>

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|  |  | Computing Systems and Networks | Creating Media | Programming | Data and  Information | Programming | Creating Media |
| Year 1/2 | Cycle B | Year 1 Unit – Technology Around Us (Lessons 1 &  2); Year 2 Unit – IT Around Us (Lessons 1 – 4) (learn about technology and information technology; identify the parts of a computer) | Year 1 Unit – Digital Painting (create images using painting and drawing software on a computer, eg Mondrian-style art) | Year 1 Unit –  Moving a Robot (learn sequence in programming by programming a floor robot) | Year 1 Unit – Grouping Data (learn how objects can be described and categorised in ways which a computer can then sort and process) | Year 2 Unit – Robot Algorithms (create algorithms to achieve a specific goal, implement them and debug code) | Year 2 Unit – Digital Music (creating music using software on a computer) |
| Cycle A | Year 1 Unit – Technology Around Us (Lessons 3 –  6 ); Year 2 Unit – IT Around Us (Lessons 5 & 6) (learn about how to use a computer mouse and keyboard; learn how to use technology safely and responsibly) | Year 1 Unit – Digital Writing (use a word processer-style tool to create, edit and change the look of writing on a  computer) | Year 1 Unit – Programming  Animations  (learn sequencing in  programming by using Scratch Jr to animate a sprite) | Year 2 Unit – Pictograms (collect, organise and present data using tally charts and pictograms) | Year 2 Unit – Programming  Quizzes (develop algorithms to implement quizzes in Scratch Jr, debug and improve code) | Year 2 Unit –  Digital  Photography (develop photography skills by considering what makes a good photograph and making simple changes to taken photographs) |
|  |  | E-safety taught at the beginning of each half term using the Twinkl Units: Y1 Units with cycle B and Y2 Units with Cycle A |  |  |  |  |  |

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|  | | Computing Systems and Networks | Creating Media | Programming | Data and  Information | Programming | Creating Media |
| Year 3/4 | Cycle B | Year 3 Unit – Connecting Computers (Lessons 4 –  6); Year 4 Unit – The Internet (Lessons 1 – 3) (learn about how computers talk to each other over a network and then how the internet is a network of networks which allows computer across the world to talk to each other) | Year 3 Unit –  Desktop Publishing (use a desktop publishing program to create media considering layout and design) | Year 3 Unit – Sequencing  Sounds  (introduction to Scratch and learn how to change costumes and backgrounds culminating in making a Scratch musical instrument) | Year 3 Unit – Branching  Databases (identify attributes and use these to create branching database) | Year 4 Unit –  Repetition in Games  (use repetition in a Scratch game controlling a sprite to make it move) | Year 4 Unit –  Audio Production (record and edit sounds creating a podcast or other digital audio product) |
| Cycle A | Year 3 Unit – Connecting Computers (Lessons 1 –  3); Year 4 Unit – The Internet (Lessons 4 – 6) (learn about computers as input-process-output devices and explore the World Wide Web, its resources and its risks) | Year 3 Unit – Stop-  Frame Animation (create a short film animation using a  computer) | Year 3 Unit –  Events and  Actions (use Scratch and the movement and pen blocks to draw shapes and move around a  maze) | Year 4 Unit – Data Logging (use sensors to collect and analyse data using a data logger) | Year 4 Unit –  Repetition in Shapes (introduce repetition to draw shapes in  Logo) | Year 4 Unit – Photo Editing (use software to change an image using a variety of tools) |
|  |  | E-safety taught at the beginning of each half term using the Twinkl Units: Y3 Units with cycle B and Y4 Units with Cycle A |  |  |  |  |  |
|  |  | Computing Systems and Networks | Creating Media | Programming | Data and  Information | Programming | Creating Media |
| Year 5/6 | Cycle B | Year 5 Unit – Systems and Searching (understand more about computer systems and devices, learn about searching the web effectively and safely) | Year 5 Unit – Introduction to  Vector Graphics (learn how to create a vector drawing and use the  associated tools) | Year 5 Unit –  Selection in Quizzes (learn how to use selection in Scratch to make  a quiz) | Year 5 Unit – Flat-file Databases (build and  search a flat-file database) | Year 6 Unit – Sensing  Movement (use a Micro:bit and knowledge of selection and variables to create a step-counter) | Year 6 Unit – 3D Modelling (use a range of 3D modelling tools culminating in designing a 3D model) |
| Cycle A | Year 6 Unit – Communication and Collaboration (understand that data travels in packets over the internet, understand different methods of communication and collaboration over the internet) | Year 5 Unit – Video Production (film and edit a video using different filming and  editing techniques) | Year 5 Unit –  Selection in  Physical  Computing  (learn how to use selection with a Crumble  device) | Year 6 Unit – Introduction to Spreadsheets (learn how to use spreadsheets including simple formulae and ways  to present information) | Year 6 Unit –  Variables in Games (learn about variables and how these can be used in Scratch to program a games which keeps  score, or counts  lives.) | Year 6 Unit – Web  Page Creation (understand web pages and design a page layout adding content and evaluating the finished product) |
|  |  | E-safety taught at the beginning of each half term using the Twinkl Units: Y5 Units with cycle B and Y6 Units with Cycle A |  |  |  |  |  |

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| COMPUTING LONG TERM PLAN – EYFS | | | | |
| Cycle | | Autumn Term | Spring Term | Summer Term |
| Nursery and Reception | A | Online Safety  Self-image and identity Online relationships  Computer Science – Coding & Computational Thinking  Barefoot Computing-  [Awesome Autumn](https://www.barefootcomputing.org/earlyyears)  [Busy Bodies](https://www.barefootcomputing.org/early-years-with-all-resources) | Online Safety  Online bullying  Computer Science – Coding & Computational Thinking  Barefoot Computing-  [Springtime](https://www.barefootcomputing.org/early-years-with-all-resources) | Online Safety  Health, Well-being and lifestyle  Computer Science – Coding & Computational Thinking  Barefoot Computing-  [Summer Fun](https://www.barefootcomputing.org/early-years-with-all-resources) |
| B | Online Safety  Online reputation  Computer Science – Coding & Computational Thinking  Barefoot Computing-  [Winter Warmers](https://www.barefootcomputing.org/earlyyears)  [People Who Help Us](https://www.barefootcomputing.org/early-years-with-all-resources) | Online Safety  Privacy and security Copyright and ownership  Computer Science – Coding & Computational Thinking  Barefoot Computing –  [Super Space](https://www.barefootcomputing.org/early-years-with-all-resources) | Online Safety  Managing online information  Computer Science – Coding & Computational Thinking  Barefoot Computing-  [Boats Ahoy](https://www.barefootcomputing.org/early-years-with-all-resources) |