



## Computing Long Term Plan – cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>		Using a computer	All about instructions	Exploring hardware	Bee-bots	Introduction to Data
<b>Y1/2</b>	Improving Mouse skills	Algorithms unplugged	Rocket to the moon	What is a computer	Algorithms de-bugging	Word processing
<b>Y3/4</b>	Programming - scratch	E-mailing	Video trailers	Website design	Further coding with scratch	Computational thinking
<b>Y5/6</b>	Micro-bit	Big Data 1	Big Data 2	Bletchley Park	History of Computers	Inventing a product

## Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>		Using a computer	All about instructions	Exploring hardware	Bee-bots	Introduction to Data
<b>Y1/2</b>	Bee-bots	Digital imagery	Introduction to Data	Scratch Jr	Stop-motion	International space station
<b>Y3/4</b>	Networks and the internet	Comparison cards	Journey inside a computer	Collaborative learning	Investigating weather	HTML
<b>Y5/6</b>	Programming music	Stop motion animation	Search engines	Mars Rover 1	Mars Rover 2	Introduction to Python