



St James' CE Primary School – Computing Long Term Plan



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2-3 Room	Exploring simple technology	Repeating actions and anticipating outcomes	Exploring patterns and simple routines	Repeating actions and noticing patterns	Exploring technology alongside play	Using simple devices confidently
3-4 Nursery	Recognising technology in daily life	Using devices independently and following rules	The language of sequencing and order (first, then)	Beginning to plan actions and solve simple problems	Selecting technology independently and creating simple digital outputs	Using technology independently in routines
Reception	Digital literacy and online Safety	Online safety rules and using technology to support learning	Using programmable toys and giving simple instructions	Applying sequencing and solving problems	Using technology purposefully and digital content	Confidence with technology and Online Safety
Year 1	Technology around us	Digital painting	Digital writing	Grouping data	Moving a robot	Programming animations
Year 2	Information technology around us	Digital photography	Making music	Pictograms	Robot algorithms	Programming quizzes
Year 3	Connecting computers	Stop frame animation	Desktop publishing	Branching databases	Sequencing sounds	Events and actions in programs
Year 4	The internet	Audio editing	Photo editing	Databases	Repetition in shapes	Repetition in games
Year 5	Sharing information	Video Editing	Selection in physical computing (Swift Playgrounds)	Flat-file databases	Vector Drawing	Selection in quizzes
Year 6	Internet communication	3D modelling	Webpage creation	Introduction to spreadsheets	Variables in games	Sensing

“For with God nothing shall be impossible.” (Luke 1:37)