

Computing Long Term Plan 2026-2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Owl	Information Technology Understanding technology used within the classroom	Information Technology <i>Paint</i> Firework pictures (mouse and touchscreen skills)	Computer Science <i>BeeBots</i> Program physical robots and other remote-controlled devices	Digital Literacy <i>Smartie Penguin / Chicken Clicking- Jeanne Willis</i> Recognize that a range of technology is used in home and school		Information Technology <i>Cameras using iPads</i> Select and use technology for purposes
Osprey	Information Technology Understanding and using laptops (trackpad) Shutting down a laptop		Digital Literacy Looking at technology in the home and at school	Digital Literacy Staying safe online, personal information and privacy, taking breaks from technology.	Information Technology Create, organise, store and retrieve digital content- Photography on i-pads.	Computer Science Algorithms Testing simple programmes – Beebots Scratch Junior
Falcon			Information Technology Using a keyboard, including logging on	Computer Science Understanding algorithms. Creating simple programs. Using logical reasoning, algorithms and debugging to create a program. (Scratch Jr)	Information Technology Opening and saving files and understanding different applications available on a laptop	Digital Literacy Internet Safety – Using the internet responsibly and safely. Using search engines.
Kestrel	Computer Science <u>Animal challenges</u> Simple algorithms Detect/correct errors Using sequence in programs (Scratch)	Digital Literacy Using a search engine	Information Technology Understanding Word/word processing		Digital Literacy Keeping information private, digital trails/footprints, cyberbullying and what it looks like.	Computer Science <u>Conversation</u> Different forms of input & output. Using sequence, selection and repetition in programs (Scratch)

Merlin	Information Technology <i>PowerPoint</i>	Digital Literacy <i>E-Safety</i> Reporting concerns about content and contact and unacceptable behaviour.	Computer Science <i>Scratch</i> Toy giveaway using count-controlled loops	Digital Literacy How the internet works; begin to understand and appreciate how search results are selected and ranked.		Computer Science <i>Scratch</i> Fish Tank OR Helicopter Game <i>Using indefinite loops</i>
Hawk	Computer Science- Conditions- Making choices	Digital Literacy Understand different types of networks including the internet and the world wide web.	Information Technology Excel	Computer Science- Checked conditions within a loop- Butterfly Fun/Ocean Pollution	Digital Literacy- E-Safety ¹	Computer Science Flowal ²
Eagle		Computer Science Programable robots. Using variable and a range of forms of input and output. Logical reasoning.		Computer Science Scratch – Using variables	Digital Literacy E-Safety ³	Information Technology Web Design

NB: Key knowledge for IT skills is contained in subject folder

¹ Linked in to PSHE objectives

² Linked to DT

³ Linked in to PSHE objectives