Computing LTP (2 year rolling)

Year A

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
WHOLE SCHOOL	Digital Literacy – NOS Health, Wellbeing and Lifestyle	Digital Literacy – NOS Privacy and Security	Digital Literacy – NOS Online Relationships	Digital Literacy – NOS Online Bullying	Digital Literacy – NOS – Copyright and Ownership	Digital Literacy – NOS Self-Image and Identity
Mars	Information Technology – logging on and off, Use various tools, including brush, pen, eraser, shapes, Begin to use keys such as spacebar, backspace, delete, arrow keys and return.		Computer Science - Understand that algorithms are a set of instructions, Give commands, including forwards, backwards, turns, Explore what happens and make predictions about a sequence of instructions is given, Give a set of simple instructions to complete a task, Begin to improve and debug instructions (With selves and BeeBots)		Information Technology - Use keys such as spacebar, backspace, delete, arrow keys and return, Start to use two hands when typing to begin to develop word processing skills.	
Venus	Information Technology – Develop use of two hands when typing to begin to develop word processing skills, Copy and paste functions, Edit pictures and shapes using a variety of tools, including resize, rotate and crop, Use a variety of font sizes, styles and colour.		Computer Science - Give a set of simple in-structions to complete a task, Develop ability to debug instructions (BeeBots) Tinker and navigate using Scratch/ 2Code Begin to use different tools on Scratch/2Code, including creating a back-ground, sprite Give simple commands to control sprite Use logical reasoning to debug simple errors		Information Technology - Use search technologies to collect information, Copy and paste functions, Begin to present findings effectively (Word)	
Saturn	Information Technology - Develop word pro-cessing skills, becoming more efficient using both hands, Confidently edit pictures and shapes using a variety of tools, including resize, rotate and crop, Use print screen function to capture images. Computer Science – Begin to understand how computer networks work (including server, clients, printer, Wifi point, etc)		Computer Science - Design and create 3D models on Sketch Up, Navigating Sketch Up to use different viewpoint angles, Use tools available to create own model, Use input and output devices Use different tools on 2Code including creat-ing a background, sprite Give simple commands to control sprite Use logical reasoning to debug simple errors		Information Technology - Use search technologies to collect information, Continue to practise copy and pasting skills, Develop understanding of Publisher to present work, using formatting skills to edit layout.	
Jupiter	Information Technology - Create spreadsheets using data, understanding their purpose and how they work, analysing and evaluating data Computer Science - Understand how computer networks work (including server, clients, printer, Wifi point, etc)		Computer Science - Create and edit varia-bles on Scratch/ 2Code, Use conditional statements, infinite loops and selection, De-sign own game on Scratch, including scoring and timing, Evaluate the effectiveness and debug issues using logical reasoning		Information Technology - Further develop presentation skills (Powerpoint), edit and improve formatting skills. Animations – standalone project	

Year B						
Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
WHOLE SCHOOL	Digital Literacy – NOS Health, Wellbeing and Lifestyle	Digital Literacy – NOS Privacy and Security	Digital Literacy – NOS Online reputation	Digital Literacy – NOS Online Bullying	Digital Literacy – NOS Managing Information Online	Digital Literacy – NOS Self-Image and Identity
Mars	Information Technology – logging on and off, Use various tools, including brush, pen, eraser, shapes, Begin to use keys such as spacebar, backspace, delete, arrow keys and return.		Computer Science - Understand that algorithms are a set of instructions, Give commands, including forwards, backwards, turns, Explore what happens and make predictions about a sequence of instructions is given, Give a set of simple instructions to complete a task, Begin to improve and debug instructions (With selves and BeeBots)		Information Technology - Use keys such as spacebar, backspace, delete, arrow keys and return, Start to use two hands when typing to begin to develop word processing skills.	
Venus	Information Technology – Develop use of two hands when typing to begin to develop word processing skills, Copy and paste functions, Edit pictures and shapes using a variety of tools, including resize, rotate and crop, Use a variety of font sizes, styles and colour.		Computer Science - Give a set of simple instructions to complete a task, Develop ability to debug instructions (BeeBots) Tinker and navigate using Scratch/ 2Code Begin to use different tools on Scratch/2Code, including creating a background, sprite Give simple commands to control sprite Use logical reasoning to debug simple errors		Information Technology - Use search technologies to collect information, Copy and paste functions, Begin to present findings effectively (Word)	
Saturn	Information Technology - Develop word processing skills, becoming more efficient using both hands, Confidently edit pictures and shapes using a variety of tools, including resize, rotate and crop, Use print screen function to capture images. Computer Science – Begin to understand how computer networks work (including server, clients, printer, Wifi point, etc)		Computer Science - Design and create 3D models on Sketch Up, Navigating Sketch Up to use different viewpoint angles, Use tools available to create own model, Use input and output devices Use different tools on 2Code including creating a background, sprite Give simple commands to control sprite Use logical reasoning to debug simple errors		Information Technology - Use search technologies to collect information, Continue to practise copy and pasting skills, Develop understanding of Publisher to present work, using formatting skills to edit layout.	
Jupiter	Information Technology - Create spreadsheets using data, understanding their purpose and how they work, analysing and evaluating data Computer Science - Understand how computer networks work (including server, clients, printer, Wifi point, etc)		Computer Science - Create and edit variables on Scratch/ 2Code, Use conditional statements, infinite loops and selection, Design own game on Scratch, including scoring and timing, Evaluate the effectiveness and debug issues using logical reasoning		Information Technology - Further develop presentation skills (Powerpoint), edit and improve formatting skills. Animations – standalone project	