



Heworth CE Primary Computing Year B LTP



Computing Long Term Planning Year B						
	Autumn	Autumn 2	Spring	Spring 2	Summer	Summer 2
Class 1 – R/Y1	Activity explaining what is a computer and its peripherals. Children will make their own computer using junk and develop basic computer skills through playing a variety of games.	Children learn about sending their first email and the rules that they should be aware of when communicating digitally.	Children gain an understanding of the term 'Algorithm'	Children experiment with different drawing apps	Sequential instructions	Children use digital media to re-tell a story
Class 2 – Y1/2	Children learn how the web works	Children learn how to search the web	Children fully understand term algorithm	Children use Bee-Bots to further broaden understanding of programming	Children introduced to concept of game design	Children learn basics of digital cameras
Class 3 – Y3/4	Uploading / storing files – how the Web works – file retrieval and servers	Introduction to Blogging sites	Programming – implementing algorithms – creating a game using Scratch – using for/if/when statements – game and character design		Children design and create their own games	Children use stop animation to re-tell a famous story
Class 4 – Y4/5	Creating 3-D worlds – Minecraft and Lego/Chrome Build	Using Blogging sites to publish investigations – how search engines work	Programming – implementing algorithms – creating a game using Scratch – using variables and levels – building on learning in Year3/4		Children design and create their own games	Children create their own sports/news report using Hudls and Movie maker
Class 5 – Y6		Advanced blogging – CSS feeds, audio uploads and blog page design	Stop motion animation and uploading			