

# Bonnygate Primary School



## Computing Curriculum Overview – Long Term Plan

<u>Year Group</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Nursery	<b>There's Only One Me</b> Interactive toys with flaps and buttons Real technology for children to explore.	<b>What's Beyond my Planet?</b>	<b>Everyday Superheroes</b> Drawing on the interactive whiteboard.	<b>Blue Planet</b> Adults work with children to find pictures and information on internet.	<b>Rumble in the Jungle</b> Drawing on the iPads.	<b>On Our Doorstep</b> Play simple games on the iPads.
Reception	<b>Marvellous Me</b> Drawing and simple games on the interactive whiteboard.	<b>My Brilliant Body</b> Drawing and simple games on the iPads.	<b>All Creatures Great and Small</b> Logging into Chromebooks – explore mini mash.	<b>Turrets and Tiaras</b> Children choose from icons on wonde page.	<b>Seeds, Soil and Sunshine</b> Children to learn to type using google classroom.	<b>Postcards from Around the World</b> Children to learn to type using google classroom.
1	Computing Systems and Networks – Technology around us	Creating Media – Digital Painting	Creating Media – Digital Writing	Data and Information – Grouping Data	Programming A – Moving a Robot	Programming B- Introduction to Animation
2	Computing Systems and Networks – IT around us	Creating Media – Digital Photography	Creating Media- Making Music	Data and Information- Pictograms	Programming A – Robot Algorithms	Programming B- An introduction to Quizzes
3	Computing Systems and Networks – Connecting Computers	Creating Media - Animation	Creating Media – Desktop Publishing	Data and Information- Branching Databases	Programming A – Sequence in Music	Programming B- Events and Actions
4	Computing Systems and Networks – The Internet	Creating Media- Audio Editing	Creating Media – Photo Editing	Data and Information – Data Logging	Programming - Repetition in Shapes	Programming B- Repetition in Games
5	Computing Systems and Networks – Sharing Information	Creating Media – Vector Drawing	Creating Media- Video Editing	Data and Information – Flat-file Databases	Programming A- Selection in Physical Computing	Programming B – Selection in Quizzes
6	Computing Systems and Networks - Communication	Creating Media- 3D Modelling	Creating Media – Web Page Creating	Data and Information - Spreadsheets	Programming A – Variables in Games	Programming B - Sensing

\*We use the scheme of work on NCC and adapt to meet the needs of our children.