

Computing LTP - Quick View

Must be taught - part of RSE scheme

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
FS 1	<p>E-Safety IWB- Games and songs</p> <p>Loose parts play: make comparisons (lengths, height, size)</p> <p>Follow short instructions (linked to algorithms and Beebots)</p>	<p>E-Safety IWB- Games and songs</p> <p>Follow short instructions (linked to algorithms and Beebots)</p>	<p>E-Safety IWB- Games and songs</p> <p>Looking at Seesaw to record own learning</p> <p>Loose parts play: make comparisons (lengths, height, size)</p> <p>Give a partner instructions (linked to algorithms and Beebots)</p>	<p>E-Safety IWB- Games and songs</p> <p>2Simple - Class board</p> <p>Follow instructions as part of a simple activity (handwashing, brushing teeth)</p> <p>Identify what to do when something goes wrong (debugging)</p>	<p>E-Safety IWB- Games and songs</p> <p>Loose parts play: begin to sort and categorise objects</p> <p>Follow instructions as part of a simple activity (handwashing, brushing teeth)</p> <p>Identify what to do when something goes wrong (debugging)</p>	<p>E-Safety IWB- Games and songs</p> <p>Loose parts play: continue to sort and categorise objects and say how they have been sorted.</p> <p>First Lego</p>
FS 2	<p>E-Safety</p> <p>IWB- 2Simple</p> <p>Beebots - (introduction) directional arrows</p>	<p>E-Safety including:</p> <p>PicCollage</p> <p>Beebots -giving instructions</p>	<p>E-Safety</p> <p>Using Seesaw to record own learning</p> <p>Beebots -giving instructions (precise algorithms)</p>	<p>E-Safety</p> <p>Logging on to computers</p> <p>2Simple</p> <p>Beebots - precise algorithms. Debug with an adult.</p>	<p>E-Safety</p> <p>Word Processing</p> <p>Beebots - Simple commands</p> <p>- Continue to learn to debug instructions, with the help of an adult.</p>	<p>E-Safety</p> <p>First Lego</p>
Year 1	<p>E-Safety Computing systems and networks</p>	<p>E-Safety</p> <p>Creating Media - Digital painting</p>	<p>E-Safety</p> <p>Programming A - moving a robot</p>	<p>E-Safety</p> <p>Data and information - grouping data</p>	<p>E-Safety</p> <p>Creating Media - Digital writing</p>	<p>E-Safety including</p> <p>First Lego</p> <p>Programming animations</p>
Year 2	<p>E-Safety</p> <p>Computing systems and networks - IT around us</p>	<p>E-Safety</p> <p>Creating Media - Digital photography</p>	<p>E-Safety</p> <p>Programming A - Robot Algorithms</p>	<p>E-Safety</p> <p>Data and information - Pictograms</p>	<p>E-Safety</p> <p>Creating Media - Digital music</p>	<p>E-Safety including:</p> <p>First Lego</p> <p>Programming quizzes</p>
Year 3	<p>E-Safety</p>	<p>E-Safety</p> <p>Creating Media - Stop frame animation</p>	<p>E-Safety</p> <p>Programming A - Sequencing sounds</p>	<p>E-Safety</p>	<p>E-Safety</p> <p>Creating Media - Desktop publishing</p>	<p>E-Safety</p> <p>First Lego</p>

	Computing systems and networks - Connecting computers			Data and information - Branching databases		Events and actions in programming
Year 4	E-Safety Computing systems and networks - The Internet	E-Safety Creating Media - Audio production	E-Safety Programming A - Repetition in Shapes	E-Safety Data and information - Data logging	E-Safety First Lego	E-Safety Creating Media - Photo editing Repetition in games
Year 5	E-Safety Computing systems and networks - Systems and searching	E-Safety Creating Media - Video production	E-Safety First Lego	E-Safety Data and information - Flat file databases	E-Safety Programming B - Selection in quizzes	E-Safety Creating Media - Intro to Vector graphics
Year 6	E-Safety Computing systems and networks - Communication and collaboration	E-Safety Creating Media - Web page creation	E-Safety First Lego	E-Safety Data and information - Intro to spreadsheets	E-Safety Programming A - Variable in games	E-Safety Creating Media - 3D Modelling

