

## Foxyards Academy - Computing Long-Term Plan for progression

	Autumn	Spring	Summer
Nursery	Computational Language (Ongoing) Using language to ask, explain, describe, share ideas Online Safety - Smartie the Penguin	Tinkering (5 lessons) Unit 3 Deconstruction of technology using screwdrivers, nuts/bolts, etc. Tinker trays.	Algorithms (5 lessons) Unit 2 Giving teachers instructions to make a 'Jam Sandwich'/'Brush Teeth'
	(1 lesson) Pop ups and in app purchases	Online Safety - Smartie the Penguin (1 lesson) Inappropriate websites	Online Safety - Smartie the Penguin (1 lesson) Cyberbullying
Reception	Algorithms (5 lessons) Unit 4 Programming Bee Bots Online Safety - Smartie the Penguin	Patterns (5 lessons) Unit 5 Sort and categorise data, using branching databases and pictograms	Using a computer (5 lessons) Unit 1 Main parts of a computer and how to use the keyboard and mouse
	(1 lesson) Upsetting images	Online Safety - Smartie the Penguin (1 lesson) Unreliable information	Online Safety - Smartie the Penguin (1 lesson) Talking to strangers online
KS1 – Cycle A (Yr2)	What is a computer? Input/outputs. Wider worlds use.  Word Processing	Programming: ScratchJr  Algorithms and debugging introduction to loops.	Stop Motion International Space Station data and its uses.
KS1 – Cycle B (Yr1)	Getting Started – Creating digital art inspired by Kandinsky Login, navigating a computer, mouse, drag/drop, cursor control.  Online safety – staying safe and managing feelings and emotions online.	Programming – Bee:Bot  Programming – Unplugged Understanding algorithms, decomposition and debugging.	Digital imagery – Miniature adventure story developing photography sills.  Introduction to data -
LKS2 – Cycle A (Yr4)	Email (Teams) - writing for the online world.  Coding with Scratch - variables	Investigating weather - data using spreadsheets including some green screen.  Website design – HTML?? (to follow up)	Collaborative learning – Google (TEAMS?) - Earlier in year?  Computational thinking
LKS2 – Cycle B (Yr3)	Networks and the internet  Email (Teams) - writing for the online world.	Programming: Scratch  Journey inside a computer	Digital Filming and editing – book trailers  Top Trump Databases
UKS2 – Cycle A (Yr6)	Email (Teams) - writing for the online world.  Bletchley Park - code breaking/password hacking	Bletchley Park – WWII and first computers Intro to Python - programming	Big Data - barcodes, QR codes, RFID  Skills Showcase - Digital Media
UKS2 – Cycle B	Micro:bit – meaning and purpose of programming  Email (Teams) - writing for the online world.	Programming Music Stop Motion animation	Search Engines – research skills  Mars Rover – 3D Design Skills

