

LACEBY STANFORD SCHOOL



Computing Long Term Plan 2024/2025

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas.

The children are offered the opportunity to develop pre-skills to feed into national curriculum subjects through continuous provision and learning opportunities. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters Reception to match the programme of study for computing.

EYFS

S	Personal, Social and Emotional Development			Physical Development			Understanding the World			Expressive Arts and Design	
			ski set • De tha	 Match their developing physical skills to tasks and activities in the setting. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. 			• Explore how things work.		 Explore, use and refine a variety of artistic effects to express their ideas and feelings. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 		
				System		outing ns and vorks	Programming [Data Handling		
			ıter	er Instructions Explorin		Hardware	Hardware Bee-Bots In		troduction to Data		



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	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	Online Safety				
E E D											
National Curriculum	Online Safety Teach each unit as shown in this plan. As each half term in usually longer than the 5 week lesson plans provided, there should be extra lessons where you can fit in the online safety lessons provided.										
Year 1	Computing Systems and Networks	Programming	Skills Showcase	Programming	Creating Media	Data Handling	Online Safety				
	Improving mouse skills	Algorithms	Rocket to the moon	Bee-Bots	Digital Imagery	Introduction to Data	5 lessons delivered throughout the year				
Year 2	Computing Systems and Networks	Programming	Computing Systems and Networks	Programming	Creating Media	Data Handling	Online Safety				
	What is a computer?	Algorithms & debugging	Word Processing	Scratch Jr	Stop Motion	International Space Station	4 lessons delivered throughout the year				
Year 3	Computing Systems and Networks	Programming	Computing Systems and Networks	Computing Systems and Networks	Creating Media	Data Handling	Online Safety				
	Networks	Scratch	E Mailing	Inside a computer	Video Trailers	Comparison Cards Databases	5 lessons delivered throughout the year				
Year 4	Computing Systems and Networks	Programming	Creating Media	Skills Showcase	Programming	Data Handling	Online Safety				
	Collaborative Learning	Scratch	Website design	Html - websites	Computational Thinking	Investigating Weather	5 lessons delivered throughout the year				



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Year 5	Computing Systems and Networks	Programming	Data Handling	Programming	Creating Media	Skills Showcase	Online Safety
	Search Engines	Music	Mars Rover 1	Programming, Predicting, Decomposing & Debugging	Stop Motion Animation	Mars Rover 2	5 lessons delivered throughout the year
Year 6	Computing Systems and Networks	Programming	Data Handling	Creating Media	Data Handling	Skills Showcase	Online Safety
	History of computer science	Introduction to Python	Big Data - barcodes, QR codes, infrared, and RFID technologies	History of Computers	Big Data - Understanding data usage	Inventing a product	6 lessons delivered throughout the year