

## Computing and Online Safety Long Term plan 2021.



**Computing planning:** <https://teachcomputing.org/curriculum>

**Online safety planning:** [https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment\\_data/file/896323/UKCIS\\_Education\\_for\\_a\\_Connected\\_World\\_.pdf](https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/896323/UKCIS_Education_for_a_Connected_World_.pdf)

|                                 | <b>Autumn 1</b>                                       | <b>Autumn 2</b>                      | <b>Spring 1</b>                     | <b>Spring 2</b>                            | <b>Summer 1</b>                               | <b>Summer 2</b>   |
|---------------------------------|---|--------------------------------------|-------------------------------------|--|---|---|
| <b>Year 6<br/>Computing</b>     | Computing systems and networks - communication        | Creating media - 3D modelling        | Creating media - web page creation  | Data and information - spreadsheets        | Programming - Variables in games              | Programming - sensing                                   |
| <b>Year 6<br/>Online safety</b> | <i>Self-image and identity and online reputation</i>  | <i>Online relationships</i>          | <i>Online bullying</i>              | <i>Managing online information</i>         | <i>Health, wellbeing and lifestyle</i>        | <i>Privacy and security<br/>Copyright and ownership</i> |
| <b>Year 5<br/>Computing</b>     | Computing systems and networks - sharing information  | Creating media - vector drawing      | Creating media - video editing      | Data and information - flat file databases | Programming - selection in physical computing | Programming - selection in quizzes                      |
| <b>Year 5<br/>Online safety</b> | <i>Self-image and identity and online reputation</i>  | <i>Online relationships</i>          | <i>Online bullying</i>              | <i>Managing online information</i>         | <i>Health, wellbeing and lifestyle</i>        | <i>Privacy and security<br/>Copyright and ownership</i> |
| <b>Year 4<br/>Computing</b>     | Computing systems and networks - the internet         | Creating media - audio editing       | Creating media - photo editing      | Data and information - data logging        | Programming - repetition in shapes            | Programming - repetition in games                       |
| <b>Year 4<br/>Online safety</b> | <i>Self-image and identity and online reputation</i>  | <i>Online relationships</i>          | <i>Online bullying</i>              | <i>Managing online information</i>         | <i>Health, wellbeing and lifestyle</i>        | <i>Privacy and security<br/>Copyright and ownership</i> |
| <b>Year 3<br/>Computing</b>     | Computing systems and networks - connecting computers | Creating media - animation           | Creating media - desktop publishing | Data and information - branching databases | Programming - sequence in music               | Programming - events and actions                        |
| <b>Year 3<br/>Online safety</b> | <i>Self-image and identity and online reputation</i>  | <i>Online relationships</i>          | <i>Online bullying</i>              | <i>Managing online information</i>         | <i>Health, wellbeing and lifestyle</i>        | <i>Privacy and security<br/>Copyright and ownership</i> |
| <b>Year 2<br/>Computing</b>     | Computing systems and networks - IT around us         | Creating media - digital photography | Creating media - making music       | Data and information - pictograms          | Programming - robot algorithms                | Programming - introduction to quizzes                   |

## Computing and Online Safety Long Term plan 2021.

|  |  |  |   |   |  |  |
|--|--|--|---|---|--|--|
| <b>Year 2</b><br><b>Online safety</b>    | <i>Self-image and identity and online reputation</i>   | <i>Online relationships</i>  | <i>Online bullying</i>  | <i>Managing online information</i>                    | <i>Health, wellbeing and lifestyle</i>   | <i>Privacy and security</i><br><i>Copyright and ownership</i>  |
| <b>Year 1</b><br><b>Computing</b>        | Computing systems and networks - technology around us  | Creating media - digital painting  | Creating media - digital writing  | Data and information - grouping data                  | Programming - moving a robot   | Programming - introduction to animation  |
| <b>Year 1</b><br><b>Online safety</b>    | <i>Self-image and identity and online reputation</i>   | <i>Online relationships</i>  | <i>Online bullying</i>  | <i>Managing online information</i>                    | <i>Health, wellbeing and lifestyle</i>   | <i>Privacy and security</i><br><i>Copyright and ownership</i>  |
| <b>Reception</b><br><b>Computing</b>     | Personal, Social and Emotional Development<br>Managing Self<br>• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. | Personal, Social and Emotional Development<br>Managing Self<br>• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. | Physical Development<br>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Know and talk about the different factors that support their overall health and wellbeing:<br>-sensible amounts of 'screen time'. | Understanding the World<br>• Explore how things work. | Expressive Arts and Design<br>Creating with Materials<br>• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. | Expressive Arts and Design<br>• Explore, use and refine a variety of artistic effects to express their ideas and feelings. |
| <b>Reception</b><br><b>Online safety</b> | <i>Self-image and identity and online reputation</i>   | <i>Online relationships</i>  | <i>Online bullying</i>  | <i>Managing online information</i>                    | <i>Health, wellbeing and lifestyle</i>   | <i>Privacy and security</i><br><i>Copyright and ownership</i>  |