

Stanborough Primary School Long Term Plan 24-26

Subject: Computing Leader: N Kochhar

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Ourselfs	People who help us	Winter	Planting and growing	Toys	Healthy living
Year 1/2	We are detectives (Using Excel to collect clues to solve a mystery)	We are photographers (Using Cameras/Chromebooks to take and edit photos)	We use Scratch (Using Junior Scratch to write basic programmes)	We are games testers (Using junior Scratch to work out how games work)	We are researchers (Using the internet to research a topic)	We are zoologists (Using the iPads to take photos, using PowerPoint to create a simple presentation, Using Excel to create a bar chart)
	An introduction to basic computing and keyboard skills (Teaching children to use a PC, Mouse and Key Board)		We are painters (Creating a basic book with illustrations)	We are treasure hunters (Using Bee Bot app and Bee Bots to programme toys)	We are TV Chefs (Pupils create videos and decide which to keep)	We are celebrating (Creating a greetings card)
Year 3/4	We are programmers (Using Scratch to create animations)	We are bug fixers (Using Scratch to find and fix bugs in coding)	We are presenters (Use Chromebooks to create and edit videos)	We are Network Engineers (Using network diagnostic tools to test and explore network connections)	We are communicators (Using DB primary to send e-mails)	We are opinion pollsters (Using DB primary to write surveys and then present information from the data)
	We are software developers	We are toy designers	We are musicians	We are HTML designers	We are co-authors	We are meteorologists
Year 5/6	We are app planners (Using the internet to research capabilities of Smart Phones)	We are market researchers (Using the school learning platform to generate survey results Using Excel to generate charts and analyse data)	We are interface designers (Using Microsoft PowerPoint and art programmes to design an app interface)	We are app developers (Creating and building an app using skills acquired to code effectively with the MIT programme APP Inventor)		We are marketers (Market the app to an imaginary seller using power point and physical presenting skills)
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