

LONG TERM FORECAST		Key Stage 1 Computing		
	Autumn	Spring	Summer	
Pupils should be taught to: <ul style="list-style-type: none"> ▪ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ▪ create and debug simple programs ▪ use logical reasoning to predict the behaviour of simple programs ▪ use technology purposefully to create, organise, store, manipulate and retrieve digital content ▪ use technology safely and respectfully, keeping personal information private; know where to go for help and support when they have concerns about material on the internet ▪ recognise common uses of information technology beyond school. 				
Year 1	1.1 Online Safety and Exploring Purple Mash 1.2 Grouping and Sorting (Maths) 1.3 Pictograms (Maths) 1.4 Lego Builders	1.5 Maze Explorers 1.6 Animated Story Books (Literacy/ Art)	1.7 Coding 1.8 Spreadsheets (Maths) 1.9 Technology Outside School	
Year 2	1.1 Coding 1.2 Online Safety 1.3 Spreadsheets (Maths)	1.4 Questioning 1.5 Effective Searching	1.6 Creating Pictures (Art) 1.7 Making Music (Music) 1.8 Presenting Ideas (Literacy)	

LONG TERM FORECAST		Key Stage 2 Computing		
	Autumn	Spring	Summer	
Pupils should be taught to: <ul style="list-style-type: none"> ▪ design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ▪ use sequence, selection, and repetition in programs; work with variables and various forms of input and output ▪ use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs ▪ understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration ▪ use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content ▪ use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour <ul style="list-style-type: none"> ▪ select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information 				
Year 3	3.1 Coding 3.2 Online Safety 3.3 Spreadsheets (Maths)	3.4 Touch Typing 3.6 Branching Databases	3.5 Email (Literacy) 3.7 Simulations 3.8 Graphing (Maths)	
Year 4	4.1 Coding 4.2 Online Safety 4.3 Spreadsheets (Maths)	4.4 Writing for Different Audiences (Literacy) 4.5 Logo (Art/D&T)	4.6 Animation (Art/D&T) 4.7 Effective Searching 4.8 Hardware Investigators	
Year 5	5.1 Coding 5.2 Online Safety 5.3 Spreadsheets (Maths)	5.5 Databases 5.6 Game Creator (Art/D&T)	5.7 3D Modelling (Art/D&T) 5.8 Concept Maps (Literacy)	
Year 6	6.1 Coding 6.2 Online Safety 6.3 Spreadsheets (Maths)	6.4 Blogging (Literacy) 6.5 Text Adventures (Literacy)	6.6 Networks 6.7 Quizzing	