Walwayne Court - Computing Long Term Plan Last updated: January 2026

- *Units should be selected to maximise coverage of objectives, skills, genres, and links to other subjects, where possible.*
- *Units can be taught in any order within each phase.*
- *THREE units must be taught across the year (2x Information Technology and 1x Computer Science) on a rolling cycle (Year A and Year B). 2026/27 = Year B. 2027/28 = Year A.*
- *In addition, ONE unit of Digital Literacy (Online Safety) must be taught each year in Term 3 linked to the PSHE focus for Online Safety. This can be taught through PSHE or Computing using SCARF or Common Sense resources.*
- *Unit numbers refer to linked Teach Computing units – best practice would be to re-download the unit each year as resources are updated regularly.*
- *Unit 1 is a combination of two units. The lessons in **bold** must be taught but other lessons in these units should also be covered if time allows (some lessons are quite short).*
- *Other units are available for 'Creating Media' and 'Programming' – please discuss with Subject Leader if you wish to swap a unit.*
- *A range of devices should be used across the year, not just iPads. Recommended devices for each unit can be found below.*

	Unit 1	**Unit 2**	**Unit 3**	**Online safety unit useful resources**
EYFS	Information Technology - Practice logging in and out of iPads and Chromebooks. - Retrieve games/apps and shut down games/apps once finished. - Find facts as a class using the internet.	Information Technology - Learn and understand what common devices are called e.g. computer, iPad, phone. - Use iPads and Beebots in class. - Use technology in role play.	Computer Science - Explore programming through Wonderblocks, Beebots and Codeapillars. - Follow instructions as part of the daily routine.	Digital Literacy - Online Safety through PSHE using SCARF resources ***Keeping Safe Online*** - Digi Duck – what do I do when a pop up comes up? - Stay close to adults when using technology
Year 1/2 (A)	Information Technology Computer systems and networks ***1.1 Technology around us*** **(lessons 3, 4, 6)** **AND** Data and information ***1.4 Grouping data*** **(lessons 1, 2, 4)**	Information Technology Creating media ***1.5 Digital writing***	Computer Science Programming B ***1.6 Programming animations***	Digital Literacy Online Safety through PSHE using SCARF or Common Sense Year 1 resources

Year 1/2 (B)	Information Technology Computer systems and networks ***2.1 IT around us*** **(lessons 3, 4, 5)** Hardware: None **AND** Data and information ***2.4 Pictograms*** **(lessons 1, 2, 3)** Hardware: Ipads or chromebooks Software: j2e pictogram	Information Technology Creating media ***2.2 Digital photography*** Hardware: Ipads	Computer Science Programming A ***2.3 Robot algorithms*** Hardware: Beebots	Digital Literacy Online Safety through PSHE using SCARF or Common Sense Year 2 resources
Year 3/4 (A)	Information Technology Computer systems and networks ***3.1 Connecting computers*** **(lessons 2, 3, 4)** **AND** Data and information ***3.4 Branching databases*** **(lessons 3, 4, 5)**	Information Technology Creating media ***3.2 Stop-frame animation***	Computer Science Programming A ***3.3 Sequencing sounds***	Digital Literacy Online Safety through PSHE using SCARF or Common Sense Year 3 resources
Year 3/4 (B)	Information Technology Computer systems and networks ***4.1 The internet*** **(lessons 2, 3, 6)** Hardware: Ipads or chromebooks **AND** Data and information ***4.4 Data logging*** **(lessons 2, 3, 4)** Hardware: Ipads and data loggers	Information Technology Creating media ***4.2 Audio production*** Hardware: Ipads or chromebooks Software: Garageband or Audacity	Computer Science Programming A ***4.3 Repetition in shapes*** Hardware: Ipads or chromebooks Software: Turtle Academy	Digital Literacy Online Safety through PSHE using SCARF or Common Sense Year 4 resources

Year 5/6 (A)	Information Technology Computer systems and networks ***5.1 Systems and searching*** **(lessons 3, 4, 5)** **AND** Data and information ***5.4 Flat-file databases*** **(lessons 2, 3, 4)**	Information Technology Creating media ***5.2 Video production***	Computer Science Programming A ***6.3 Variables in games***	Digital Literacy Online Safety through PSHE using SCARF or Common Sense Year 5 resources
Year 5/6 (B)	Information Technology Computer systems and networks ***6.1 Communication and collaboration*** **(all lessons)** Hardware: Chromebooks Software: Google slides **AND** Data and information ***6.4 Introduction to spreadsheets*** **(Enterprise Week)** Hardware: Chromebooks Software: Google slides	Information Technology Creating media ***6.5 3D Modelling*** Hardware: Chromebooks Software: Tinkercad	Computer Science Programming B ***6.6 Sensing movement*** Hardware: Chromebooks and micro:bits Website: makecode.microbit.org	Digital Literacy Online Safety through PSHE using SCARF or Common Sense Year 6 resources

Software and hardware overview

Requirements for pupils – below

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative

	Desktop or laptop	Chromebook	Tablet	Software or hardware
1.1 Technology around us	✓	✓	●	paintz.app
1.2 Digital painting	✓	✓	●	Microsoft Paint or similar
1.3 Moving a robot				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
1.4 Grouping data	✓	✓		Google Slides or Microsoft PowerPoint
1.5 Digital writing	✓	✓	●	Google Docs or Microsoft Word
1.6 Programming animations	●	●	✓	ScratchJr
2.1 Information technology around us	✓	✓		Google Slides or Microsoft PowerPoint
2.2 Digital photography	✓		●	Digital camera
2.3 Robot algorithms				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
2.4 Pictograms	✓	✓	●	j2data Pictogram
2.5 Digital music	✓	✓	●	Chrome Music Lab
2.6 Programming quizzes	●	●	✓	ScratchJr

Software and hardware overview

Requirements for pupils – below

	Desktop or laptop	Chromebook	Tablet	Software or hardware
3.1 Connecting computers	✓	●	●	Painting program (any)
3.2 Stop-frame animation	●	●	✓	iMotion (app for iOS)
3.3 Sequencing sounds	✓	✓	●	Scratch
3.4 Branching databases	✓	✓	●	j2data Branch and Pictogram
3.5 Desktop publishing	✓	●	●	Canva.com
3.6 Events and actions in programs	✓	✓	●	Scratch
4.1 The internet	✓	✓	✓	Various websites
4.2 Audio production	✓			Audacity
4.3 Repetition in shapes	✓	●	●	FMSLogo
4.4 Data logging	✓	+	+	Data logger and associated software
4.5 Photo editing	✓	●		Paint.NET (for Microsoft Windows)
4.6 Repetition in games	✓	✓	●	Scratch

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative + Data loggers that work with Chromebooks or tablets are available. Check with suppliers.

Software and hardware overview, cont.

Requirements for pupils – below

	Desktop or laptop	Chromebook	Tablet	Software or hardware
5.1 Systems and Searching	✓	✓		Google Slides
5.2 Video production	✓	●	●	Microsoft Photos (for Microsoft Windows 10)
5.3 Selection in physical computing	✓	✓		Crumble controller + starter kit + motor
5.4 Flat-file databases	✓	✓	●	j2data Database
5.5 Introduction to vector graphics	✓	●		Google Drawings
5.6 Selection in quizzes	✓	✓		Scratch
6.1 Communication and collaboration	✓	✓		Google Slides
6.2 Webpage creation	✓	✓		Google Sites
6.3 Variables in games	✓	✓		Scratch
6.4 Introduction to spreadsheets	✓	✓	●	Google Sheets or Microsoft Excel
6.5 3D modelling	✓	✓	●	Tinkercad
6.6 Sensing movement	✓	✓	●	micro:bit and Microsoft MakeCode

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative