

Pinehurst Primary School- Computing Long Term Plan (25-26)

The Three 'Strands' of Computing:			
Digital Literacy- The safe and responsible use of technology, including recognising its advantages for collaboration and communication.			
Computer Science- The 'behind the scenes' of how computers work including the opportunity for programming.			
Information Technology- The use of computers for functional purposes, such as collecting and presenting information or using search technology.			
Year	Autumn Term	Spring Term	Summer Term
1	Technology Around Us <i>What is technology?</i> <i>Parts of a Computer and Typing</i>	Digital Art/Ebooks <i>Link to Art: Kandinsky</i>	Exploring Programmable Toys <i>Links to History: Toys Through Time Maths: Position and Direction</i> <i>Simple Algorithms</i>
2	Information Technology <i>Keywords and Searching</i>	Data Handling <i>Link to maths: Data & Graphs</i>	Simple Programming <i>Scratch Jr</i>
3	Being Internet Legends <i>Introduction to the Google 'Be Internet Legends' programme.</i> <i>Digital Footprints</i>	Presenting Information <i>Effective Searching and using Google Slides</i>	Debugging <i>Scratch</i> <i>Study of Grace Hopper and finding error in codes.</i>
4	Simple Programming <i>Programming an Animation on Scratch</i>	Making Music <i>Exploring Chrome Music Lab</i> <i>Link to Science-Sound</i>	Inside a Computer <i>A closer look at computer hardware.</i> <i>Link to DT/Maths: Designing and data handling</i>
5	Programming an Interactive Game <i>Scratch</i> <i>Use of Variables</i>	Computer Networks & Code Breaking <i>Including The Internet and the WWW</i> <i>Alan Turing & Encryption- Link to History: WW2</i>	3D Modelling <i>Tinker CAD to design Torches- Linked to DT Project</i> <i>Physical Computing- Microbits</i>
6	Further Programming <i>Introduction to different programming languages including text-based programming in Logo/Javascript</i>	Graphic Design <i>Looking at app and logo design/vector art.</i> <i>Link to art: Hundertwasser</i> <i>Programming Design</i>	Computers Past, Present and Future <i>Link to History: Leisure and entertainment.</i> Artificial Intelligence <i>Benefits and Risks. Communicating with computers.</i>
All children at Pinehurst will learn to use technology safely, respectfully and responsibly, knowing when and why to keep personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies, recognise acceptable and unacceptable behaviour and learn how to be a good digital citizen and internet user. These concepts will be revisited continually by all year groups throughout the school year. Pupils will also be introduced to Artificial Intelligence (AI), developing an understanding of how it is used in everyday life, how to use it responsibly, and the importance of questioning and evaluating the information it produces. This learning will be supplemented through our PSHE Jigsaw programme, Google 'Be Internet Legends' programme and our annual celebration of Safer Internet Day.			

