Computing – Long Term Plan (Mixed Age)

(adapted from TEACH COMPUTING)

TEAM	YEAR	AGE GROUPS	AUTUMN		SPRING		SUMMER	
			Digital Citizenship Theme **Media Balance and Well-Being**	Digital Citizenship Theme **Cyberbullying, Digital Drama & Hate Speech**	Digital Citizenship Theme **Relationships & Communication**	Digital Citizenship Theme **News and Media Literacy**	Digital Citizenship Theme **Privacy & Security**	Digital Citizenship Theme **Digital Footprint & Identity**
Donaldson		EYFS	**Barefoot Computing (EYFS)**					
	A	Y1	Computing Systems and Networks – Technology around us	Programming A – Moving a robot	Creating Media – Digital writing	Computing Systems and networks – IT around us	Programming A – Robot algorithms	Creating media - Digital music
	B		Creating Media – Digital printing	Data and Information – Grouping data	Programming B Programming animations	Creating media – Digital photography	Data and information – Pictograms	Programming B Programming Quizzes
	Digital Citizenship EYFS / Y1		**Meet the Digital Citizens - Arms** **Pause for People**	**Meet the Digital Citizens - Legs** **Media Balance Is Important**	**Meet the Digital Citizens - Heart** **Device Advice - Why We Pause for People**	**Meet the Digital Citizens - Head** **Media Balance Is Important - Quick Bite**	**Meet the Digital Citizens - Guts** **Safety in My Online Neighbourhood**	**Meet the Digital Citizens - Feet** **Device Advice - Caring for Our Devices**
Cherry	A	Y1/ Y2	Computing Systems and Networks – Technology around us	Programming A – Moving a robot	Creating Media – Digital writing	Computing Systems and networks – IT around us	Programming A – Robot algorithms	Creating media - Digital music
	B		Creating Media – Digital printing	Data and Information – Grouping data	Programming B Programming animations	Creating media – Digital photography	Data and information – Pictograms	Programming B Programming Quizzes
	Digital Citizenship Y1 / Y2		**Pause for People** **How Technology Makes You Feel**	**Media Balance Is Important** **Pause for people**	**Device Advice - Why We Pause for People** **Device Advice - Our Device Charter**	**Media Balance Is Important - Quick Bite** **Device Advice - Managing Device Distractions**	**Safety in My Online Neighbourhood** **Internet Traffic Light**	**Device Advice - Caring for Our Devices** **Pause for People - Quick Bite**
Cowell		Y3	Computing Systems and Networks - Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and Information – Branching databases	Creating Media – Desktop publishing	Programming B – Events and actions in programs
	Digital Citizenship Y3		**Device-Free Moments**	**Putting a STOP to Online Meanness**	**Who Is in Your Online Community?**	**We the Digital Citizens Digital Trails**	**That's Private!**	**We the Digital Citizens Digital Trails**

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Soundar	**A**	**Y4/ Y5**	Computer Systems and networks – The internet	Programming A – Repetition in shapes	Creating Media Audio production	Computer Systems and networks – Systems and searching	Programming B – Repetition in games	Creating Media – Video production
	B		Data and Information – Data logging	Creating Media Photo editing	Programming A – Selection in physical computing	Data and information Flat-file Databases	Creating Media – Introduction to vector graphics	Programming B – Selection in quizzes
	Digital Citizenship **Y4 / Y5**		Your Rings of Responsibility My Media Choices	The Power of Words Be a Super Digital Citizen	Our Digital Citizenship Pledge Keeping Games Fun and Friendly	Is Seeing Believing? A Creator's Rights and Responsibilities	Password Power-Up Private and Personal Information	This Is Me Our Online Tracks
Morpurgo	**A**	**Y5/ Y6**	Computer Systems and Networks – Systems and searching	Creating media Video Production	Programming A – Variables in games	Computing Systems and Networks – Communication and Collaboration	Creating media – webpage creation	Programming B – sensing movement
	B		Data and information – flat file databases	Creating Media – Introduction to vector graphics	Programming A – Selection in physical computing	Data and information – introduction to spreadsheets	Creating media – 3d modelling	Programming B – Selection in quizzes
	Digital Citizenship **Y5 / Y6**		My Media Choices Finding My Media Balance	Be a Super Digital Citizen Is It Cyberbullying?	Keeping Games Fun and Friendly Digital Friendships	A Creator's Rights and Responsibilities Reading News Online	Private and Personal Information You Won't Believe This!	Our Online Tracks Beyond Gender Stereotypes

Rationale for the implementation of the two-year mixed age progression plan for Computing

Long term plan for Computing has been established and adapted from guidance and unit plans linked to Barefoot Computing and Teach Computing. Planning reflects the need for a bespoke (mixed age) school based curriculum for Computing based on current and future plans for school organisation and changing structures of each Team, with regards context of year groups in 2024/2025 and 2025/2026.

This plan has been established on a two-year plan to facilitate teaching and learning within the Computing curriculum during the next two academic years (2024/2025 and 2025/2026). The plan will then undergo a review at the end of the 2025/2026 academic year to ensure adequate coverage of curriculum content has been achieved over the previous period of two academic years. This review will consider progression and sequencing of units across mixed age teams, judge the quality and evidence of learning, as well as assessment outcomes of pupils.

A – 2024/2025 Academic Year

B – 2025/2026 Academic Year

Planning is established on the units from within the Teach Computing PoS, which focuses on teaching the 'lower' unit earlier in the year before meeting the 'higher' unit later in the year. This allows for retrieval of previously learned information and also ensures that pupils always follow a sequenced curriculum, no matter what cycle they enter a Team.

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There is no 2-year rolling programme of units in Team Cowell. These units have been set as Year 3 units across both academic years to reflect current and future school organisation for this Team and the low percentage of the 2024/2025 Year 3 cohort who remain in Team Cowell in 2025/2025, as Year 4. This will provide valuable opportunity for these specific children to first experience the Year 3 Computing units in 'Year A – 2024/ 2025' and then revisit, rehearse and reapply the same key knowledge and skills in 'Year B – 2025/2026'.

For these units, the suggested order and sequence from Teach Computing has been followed.

E-safety / Digital citizenship has been planned from the website [Digital Citizenship for Early Years and Primary Learners (UK) | Common Sense Education](#)

Please see website for further activities and resources.