

# KS1 Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year group	Computing systems and networks	Creating Media	Programming A	Data and information	Creating media	Programming B
Cycle 1	<b>Technology around us (Y1)</b> 1 technology in our classroom 2 using technology  <b>IT around us (Y2)</b> 1 what is IT? 2 IT in school 3 IT in the world 4 The benefits of IT  Barefoot AI lesson	<b>Digital Painting (Y1)</b> 1 how can we paint using computers? 2 using shapes and lines 3 making careful choices 4 why did I choose that 5 painting all by myself 6 comparing computer art and painting	<b>Moving a robot (Y1)</b> 1 buttons 2 directions 3 forwards and backwards 4 four directions 5 getting there 6 routes	<b>Grouping data (Y1)</b> 1 label and match 2 group and count 3 describe an object 4 making different groups 5 comparing groups 6 answering questions	<b>Digital photography (Y2)</b> 1 Taking Photographs 2 Landscape or portrait 3 what makes a good photograph? 4 lighting 5 effects 6 Is it real?	<b>Robot algorithms (Y2)</b> 1 giving instructions 2 same but different 3 making predictions 4 mats and routes 5 algorithm design 6 debugging
	<b>Technology around us (y1)</b> 3 developing mouse skills 4 using a computer keyboard 5 developing keyboard skills 6 using a computer responsibly  <b>IT around us (y2)</b> 5 Using IT safely 6 Using IT in different ways	<b>Digital writing (Y1)</b> 1 exploring the keyboard 2 adding and removing text 3 exploring the toolbar 4 making changes to text 5 explaining my choices 6 pencil or keyboard	<b>Programming animations (Y1)</b> 1 comparing tools 2 joining blocks 3 make a change 4 adding sprites 5 project design 6 following my design	<b>Pictograms (Y2)</b> 1 counting and comparing 2 enter the data 3 creating pictograms 4 what is an attribute? 5 Comparing people 6 presenting information	<b>Digital music (Y2)</b> 1 how music makes us feel 2 rhythms and patterns 3 how music can be used 4 notes and tempo Creating digital music 6 reviewing and editing music	<b>Programming quizzes (Y2)</b> 1 ScratchJr recap 2 outcomes 3 using a design 4 changing a design 5 designing and creating a program 6 evaluating