

KS2 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	Connecting Computers (Y3) 1 how does a digital device work? UPDATED LESSON 4 How am I connected? 5 How are computers connected? 6 What does our school network look like? The Internet (Y4) 1 Connecting networks 2 What is the internet made of? 3 Sharing information	Stop Frame animation (Y3) 1 Can a picture move 2 Frame by Frame 3 whats the story 4 Picture perfect 5 Evaluate and make it great 6 Lights, Camera, Action	Sequencing sounds (Y3) 1 introduction to Scratch 2 Programming Sprites 3 Sequences 4 Ordering Commands 5 Looking good 6 Making an instrument	Branching Databases (Y3) 1 yes or no questions 2 Making groups 3 creating a branching database 4 structuring a branching database 5 Using a branching Database 6 two ways of presenting information	Audio Production (Y4) 1 Digital Recording 2 Recording sounds 3 creating a podcast 4 editing digital recordings 5 combining audio 6 evaluating podcasts	Repetition in Shapes (Y4) 1 programming a screen turtle 2 programming letters 3 patterns and repeats 4 using loops to create shapes 5 Breaking things down 6 creating a program
Cycle 2	Introduction to AI (new plans) Y3 4. What is AI and where does it exist in my life already? 5. Using AI to create new things. 6. How do computers learn and make decisions? The Internet 4 What is a website? 5 Who owns the web? 6 Can I believe what I read?	Desktop Publishing (Y3) 1 words and pictures 2 Can you edit it? 3 Great template 4 Can you add content 5 Lay it out 6 Why desktop publishing?	Events and actions in Programmes (Y3) 1 Moving a Sprite 2 Maze movement 3 Drawing lines 4 Adding features 5 Debugging movement 6 Making a project	Data logging (Y4) 1 answering questions 2 data collection 3 logging 4 analysing data 5 data for answers 6 answering my question	Photo editing (Y4) 1 changing digital images 2 changing the composition of images 3 changing images for different uses 4 retouching images 5 fake images 6 making and evaluating a publication	Repetition in games (y4) 1 using loops to create shapes 2 different loops 3 animate your name 4 modifying a game 5 designing a game 6 creating our games