

Fieldhead Carr Primary School Computing LTP (KS1)

This planning is based on materials from:

- Espresso Coding (**To Code** - Computer Programming)
- Purple Mash (**To Communicate/ To Collect/ To Connect** – Word Processing/ Designing & Data Handling/ e-safety)
- Common Sense Media (**To Connect** - e-safety) – See separate plan for majority of e-safety planning.

Year Group	Autumn		Spring		Summer	
Year 1	To Code - On the Move	To Collect - Pictograms (2Count) To Connect - Technology Outside School	To Code - Simple Inputs	To Communicate - Animated Story Books (2Create A Story)	To Collect - Spreadsheets (2Calculate)	
Year 2	To Code - Refresher of Y1 - Different Sorts of Inputs	To Collect - Questioning (2Question & 2Investigate)	To Code - Buttons and Instructions	To Communicate - Creating Pictures (2Paint A Picture)	To Communicate - Presenting Ideas To Connect - Effective Searching	To Collect - Spreadsheets (2Calculate) To Communicate - Making Music

Fieldhead Carr Primary School Computing LTP (KS2)

This planning is based on materials from:

- Espresso Coding (**To Code** - Computer Programming)
- Purple Mash (**To Communicate/ To Collect/ To Connect** – Word Processing/ Designing & Data Handling/ e-safety)
- Common Sense Media (**To Connect** - e-safety) – See separate plan for majority of e-safety planning.

Year Group	Autumn		Spring		Summer	
Year 3	To Code - Refresher Y1-2 - Sequence and Animation	To Collect - Spreadsheets (2Calculate) To Communicate - Touch Typing (2Type)	To Code - Conditional Events (Selection)	To Communicate/ To Connect - Email (2Email, 2Connect & 2DIY)	To Collect - Branching Databases (2Question) - Graphing (2Graph)	To Connect - Simulations
Year 4	To Code - Refresher Y1-3 - Introduction to Variables	To Collect - Spreadsheets (2Calculate)	To Code - Repetition & Loops	To Communicate - Writing for Different Audiences (2Email, 2Connect & 2DIY)	To Communicate - Animation (2Animate) To Connect - Hardware Investigators	To Connect - Effective Searches
Year 5	To Code - Refresher Y1-4 - Speed, Direction and Coordinates	To Collect - Spreadsheets (2Calculate)	To Code - Random Numbers and Simulations	To Communicate - Game Creator (2DIY 3D)	To Collect - Databases (2Question & 2Investigate)	To Communicate - 3D Modelling (2Design & Make) - Concept Maps (2Connect)
Year 6	To Code - Refresher Y1-5 - More Complex Variables	To Collect - Spreadsheets (2Calculate)	To Code - Object Properties	To Communicate/ To Connect - Blogging (2Blog)	To Connect - Networks	To Communicate - Quizzing (2Quiz, 2DIY, Text Toolkit & 2Investigate)

