

St Joseph's Catholic Primary School Computing Coverage and Long Term Plan

Year	Autumn		Spring		Summer	
1	Walking with Dinosaurs (Instructions) (Time)	Our Local Area (Information Text) (Scales)	Pictures Tell A Thousand Words (Labels and Captions) (Money)	Crazy Creatures (Instructions) (Positional Language)	Ready Steady Go (Instructions) (Time)	We Are All Connected (Recount) (Raising Questions)
2	Super Sci-Fi (Poster - Fact file) (Distance)	Young Authors (eBook/ Glossary)	Whatever The Weather (Statistics - Tally Charts)	Code-tastic (Instructions) (Shape)	Let's Fix It (Problem Solving)	You've Got Mail (Formal/informal Language) (Statistics)
3	Get Blogging (Formal/ Informal Language)	We Are Publishers (eBook/ Roald Dahl)	Class Democracy (Scripts) (Statistics)	We Love Games (Instructions)	Big Robots (Instructions) (Positional Language)	Young Coders (Problem Solving)
4	We Built This City (Explanation) (Scales)	Final Score (Report) (Statistics - Average)	Back To The Future (Note Taking) (Time)	Making Games (Following Instructions) (Angles)	We've Got The Power (Persuasive Leaflet) (Time)	Heroes (Story Writing)
5	Earth and Space (Radio Broadcast)	Cars (Explanation) (Positional Language/Problem Solving)	Website Designers (Formal/ Informal lanuage) (Scales - Maps)	Interactive Art Exhibition (Research/ Notetaking) (Ratio)	News Room (Newspaper articles)	Code Breakers (Instructions) (Problem Solving)
6	Let's Learn a Language (Poetry)	Stocks and Shares (Research) (Profit - Averages)	Young Authors (eBook)	Appy Times PT 1 (Problem Solving)	Appy Times PT 2 (Problem Solving)	Heroes and Villains (Instructions)

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Key Stage 1 Computing Coverage

Year 1 Computing Coverage:

Units	National Curriculum Objective
Walking with Dinosaurs	<ul style="list-style-type: none">• CS1 - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.• CS2 - Create and debug simple programs.
Pictures Tell a Thousand Words	<ul style="list-style-type: none">• DL2 - Use technology safely and respectfully, keeping 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.
Our Local Area	<ul style="list-style-type: none">• DL2 - Use technology safely and respectfully, keeping 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.• IT1 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Crazy Creatures	<ul style="list-style-type: none">• CS1 - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.• CS2 - Create and debug simple programs.• CS3 - use logical reasoning to predict the behaviour of simple programs.
Ready Steady Go	<ul style="list-style-type: none">• CS1 - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.• CS2 - Create and debug simple programs.• IT1 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.
We Are All Connected	<ul style="list-style-type: none">• DL1 - Recognise common use of information technology beyond school.• IT1 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.

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Year 2 Computing Coverage:

Super Sci-fi	<ul style="list-style-type: none">• DL2 - Use technology safely and respectfully, keeping 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.• IT1 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Young Authors	<ul style="list-style-type: none">• DL2 - Use technology safely and respectfully, keeping 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.• IT1 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Whatever the Weather	<ul style="list-style-type: none">• IT1 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Code-tastic	<ul style="list-style-type: none">• CS1 - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.• CS2 - Create and debug simple programs.• CS3 - use logical reasoning to predict the behaviour of simple programs.
Let's Fit It	<ul style="list-style-type: none">• CS2 - Create and debug simple programs.• CS3 - use logical reasoning to predict the behaviour of simple programs.
You've Got Mail	<ul style="list-style-type: none">• DL1 - Recognise common use of information technology beyond school.• IT1 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.

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Key Stage 2 Computing Coverage

Year 3 Computing Coverage:

Get Blogging	<ul style="list-style-type: none"> IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. DL3 - understand the opportunities networks offer for communication and collaboration. DL4 - be discerning in evaluating digital content.
We Are Publishers	<ul style="list-style-type: none"> IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Class Democracy	<ul style="list-style-type: none"> IT2 - use search technologies effectively. IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.
We Love Games	<ul style="list-style-type: none"> IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts. CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.
Big Robots	<ul style="list-style-type: none"> CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts. CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output. CS6 - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Young Coders	<ul style="list-style-type: none"> IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts. CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.

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Year 4 Computing Coverage:

We Built This City	<ul style="list-style-type: none">• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.• CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.• CS6 - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Final Score	<ul style="list-style-type: none">• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.• DL4 - be discerning in evaluating digital content.• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Back To The Future	<ul style="list-style-type: none">• CS8 - Appreciate how results are selected and ranked.• IT2 - use search technologies effectively.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Making Games	<ul style="list-style-type: none">• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.• CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
We've Got The Power	<ul style="list-style-type: none">• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Heroes	<ul style="list-style-type: none">• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.• CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

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Year 5 Computing Coverage:

Cars	<ul style="list-style-type: none">• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.• CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Website Designers	<ul style="list-style-type: none">• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.• CS7 - understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web.
Interactive Art Exhibition	<ul style="list-style-type: none">• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.• IT2 - use search technologies effectively.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
News Room	<ul style="list-style-type: none">• DL3 - understand the opportunities networks offer for communication and collaboration.• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.• IT2 - use search technologies effectively.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Code Breakers	<ul style="list-style-type: none">• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.• IT2 - use search technologies effectively.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Earth and Space	<ul style="list-style-type: none">• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.

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Year 6 Computing Coverage:

Young Authors	<ul style="list-style-type: none">• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.• IT2 - use search technologies effectively.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Stocks and Shares	<ul style="list-style-type: none">• DL5 - use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Let's Learn a Language	<ul style="list-style-type: none">• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.
Appy Times 1	<ul style="list-style-type: none">• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Appy Times 2	<ul style="list-style-type: none">• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.• CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.• DL4 - be discerning in evaluating digital content.
Heroes and Villains	<ul style="list-style-type: none">• CS4 - design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems, solve problems by decomposing them into smaller parts.• CS5 - use sequence, selection and repetition in programs, work with variables and various forms of input or output.• IT3 - select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

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