allangels'primaryfederation
Clover Hill V.A. Infant & Nursery School
& St. Michael's V.A. Junior School,
Bowthorpe, Norwich

Computing & E-Safety Long Term Plan

EYFS									
Opportunities to develop computational thinking in the EYFS provision	**Collaboration** Playing and working collaboratively 	**Creating** Making, checking and fixing things 	**Tinkering** Playing and exploring 	**Persevering** Learning from mistakes and not giving up 	**Pattern** Comparing, grouping and spotting similarities and differences 	**Logical reasoning** Anticipating, predicting and explaining 	**Abstraction** What is important and what is not important 	**Algorithms** Instructions and sequencing 	**Decomposition** Breaking problems down into steps 
Computer sessions	**Role play, Photography and videos, iPads, Educational apps, Interactive whiteboard games, QR codes, Mouse control** Additionally all Reception pupils in the summer term will have weekly computer sessions focused on typing, mouse control and using basic software packages.								
E-Safety Childnet	**Smartie the Penguin** Seeing upsetting content, unreliable information, and being asked for personal information.					**Smartie the Penguin** Adverts, searching online, and online bullying.			



Clover Hill V.A. Infant & Nursery School

Computing & E-Safety Long Term Plan

	Autumn 1 Computer systems and networks	Autumn 2 Creating media	Spring 1 Programming A	Spring 2 Data and information	Summer 1 Creating media	Summer 2 Programming B
Year 1 Computing	**Technology around us** Recognising technology in school and using it responsibly	**Grouping data** Exploring object labels, then using them to sort and properties	**Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Programming animations** Designing and programming the movement of a character on screen to tell stories.	**Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Moving a robot** Writing short algorithms and programs for floor robots and predicting program outcomes.

E-Safety Project Evolve	**Self-Image and Identity** **Online Relationships**	**Online Reputations Online Bullying**	**Managing Online Information**		**Health-Well Being and Life Style**	**Privacy and Security** **Copyright and Ownership**
	Autumn 1 Computer systems and networks	**Autumn 2** Creating media	**Spring 1** Programming A	**Spring 2** Data and information	**Summer 1** Creating media	**Summer 2** Programming B
Year 2 Computing	**Information technology around us** Identifying IT and how its responsible use improves our world in school and beyond	**Digital photography** Capturing and changing digital photographs for different purposes	**Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer	**Digital music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz
E-Safety Project Evolve	**Self-Image and Identity** **Online Relationships**	**Online Reputations Online Bullying**	**Managing Online Information**		**Health-Well Being and Life Style**	**Privacy and Security** **Copyright and Ownership**