

## AL NOOR LONG TERM PLAN – Computing

Year Group	Autumn 1 <sup>st</sup> Half (6wks)	Autumn 2nd Half (6wks)	Spring 1 <sup>st</sup> Half (6wks)	Spring 2 <sup>nd</sup> Half (6wks)	Summer 1 <sup>st</sup> Half (6wks)	Summer 2 <sup>nd</sup> Half (6wks)
Year 2	Unit 2.1 Programming on screen Hectors World (E.safety, FBV)	Unit 2.2 Exploring how computer games work	Unit 2.3 Talking, selecting and editing digital games	Unit 2.4 Researching a topic	Unit 2.5 Communicating clues	Unit 2.6 Recording bug hunt data
Year 3	Unit 3.1 Programming an animation	Unit 3.2 Finding and correcting bugs in programs	Unit 3.3 Videoing performance Cyber Safety- CEOP – Lee & Kim (E.safety, FBV)	Unit 3.4 Exploring computer networks, including the internet	Unit 3.5 Communicating safely on the internet	Unit 3.6 Collecting and analyzing data
Year 4	Unit 4.1 Developing a simple educational game	Unit 4.2 Prototyping an interactive toy Using the Internet – Chat (E.safety, FBV)	Unit 4.3 Producing digital sounds	Unit 4.4 Editing and writing HTML	Unit 4.5 Producing wiki	Unit 4.6 Presenting the weather
Year 5	Unit 5.1 Developing an interactive game	Unit 5.2 Cracking codes	Unit 5.3 Fusing geometry and art Cyber-Bullying Game On (E.safety, FBV)	Unit 5.4 Creating a web page about cyber safety	Unit 5.5 Sharing expressions and opinions	Unit 5.6 Creating a virtual space
Year 6	Unit 6.1 Planning the creation of a mobile app	Unit 6.2 Developing project management skills E-Safety- Using social media safely (E.safety, FBV)	Unit 6.3 Researching the app market	Unit 6.4 Designing an interface for an app Cyber Bullying- Game on (E.safety, FBV)	Unit 6.5 Developing a simple mobile phone app	Unit 6.6 Creating video and web copy for a mobile phone app