

Long Term Plan 2025-2029.

KS1 -

<i>Cycle A</i>				<i>Cycle B</i>		
Year 1/2	Usual curriculum year	Key area		Year 1/2	Usual curriculum year	Key area
Improving mouse skills	Year 1	Computing systems and networks	Autumn 1	Bee-bots Option 1: *New* Bee-Bots Option 2: Virtual Bee-bots Option 3: Bee-Bots	Year 1	Programming
Algorithms unplugged	Year 1	Programming	Autumn 2	Digital imagery	Year 1	Creating media
Rocket to the moon	Year 1	Skills showcase	Spring 1	Introduction to data	Year 1	Data handling
What is a computer?	Year 2	Computing systems and networks	Spring 2	Introduction to block coding Option 1: MakeCode Option 2: ScratchJr	Year 2	Programming
Algorithms and debugging	Year 2	Programming	Summer 1	Stop motion Option 1: Using tablets Option 2: Using	Year 2	Creating media
Word processing	Year 2	Computing systems and networks	Summer 2	International space station	Year 2	Data handling
Year 1			Online safety	Year 2		

KS2 - Due to the split nature of classes, and to try and ensure that children have access to all the elements of the computing curriculum, there is an adaptation of the cycles.

Class topics are outline below but do not have the link enabled so would have to look at original document.

	25/26	26/27	27/28	28/29
Class 4	Year 3	Year 3	Year 3	Year 3
Class 5	Year 5	Year 5	Year 5	Year 5
Class 6	Year 6	Year 6	Year 6	Year 6