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| Polar Bears  YR | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 | These units are designed to support later learning. They may be taught in any sequence. |
| Networks and systems: using a computer | Programming: all about instructions | Computing systems and networks: exploring hardware | Programming:  Programming Bee-Bots | Data handling:  Introduction to data |
|  | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 | Unit 6 |
| Leopards Year A  Y1 and 2 | Improving mouse skills | Algorithms unplugged | Rocket to the moon | What is a computer? | Algorithms and debugging | Word processing |
| Leopards Year B  Y1 and 2 | Bee-Bots | Digital imagery | Introduction to data | Scratch Jr | Stop motion | International space station |
| White Tigers Year A  Y3 and 4 | Emailing | Programming Scrtach | Video trailers | Website design | Further coding with Scratch | Computational thinking |
| White Tigers Year B  Y3 and 4 | Networks and the internet | Comparison cards: databases | Journey inside a computer | Collaborative learning | Investigating weather | HTML |
| Pandas Year A  Y5 and 6 | Micro:bit | Mars Rover 1 | Mars Rover 2 | Bletchley Park | History of computers | Inventing a product |
| Pandas Year B  Y5 and 6 | Programming music | Stop motion animation | Search engines | Big data 1 | Big data 2 | Online Safety |

**Computing Long Term Plan**