

Long term plan: Teach Computing units

Year A (2024/25 + 2026/27)

Year 1+2 Cycle A	Term 1 6 lessons	Term 2 6 lessons	Term 3 6 lessons	Term 4 6 lessons	Term 4 6 lessons	Term 5 6 lessons
	Creating media - Digital painting (Year 1)	Creating media - Digital writing (Year 1)	Data + information - Grouping data (Year 1)	Creating media - Digital photography (Year 2)	Creating media - Digital music (Year 2)	Data + information - Pictograms (Year 2)
Resources	Chrome books - Paintz.app	Chrome books - Google docs/word	Chrome books - Google classroom/PP	iPads - photos editing	Chrome book - Chrome music lab	Chrome books - j2pictograms

Year 3+4 Cycle A	Term 1 6 lessons	Term 2 6 lessons	Term 3 6 lessons	Term 4 6 lessons	Term 4 6 lessons	Term 5 6 lessons
	Creating media - Stop frame animation (Year 3)	Creating media - Desktop publishing (Year 3)	Data + information - Branching databases (Year 3)	Creating media - Audio productions (Year 4)	Creating media - photo editing (Year 4)	Data + information - Data logging (Year 4)
Resources	Chrome books/iPads - Stop Motion Studio/iMotion	Chrome books - Canva (account + permission needed)	Chrome books - j2data branching database	Chrome books - BandLab for education (account set up with classroom)	Chrome books - PhotoPea	Chrome books/iPads Data loggers (borrow from MGS hub) EasySense2 app

Year 5+6 Cycle A	Term 1 6 lessons	Term 2 6 lessons	Term 3 6 lessons	Term 4 6 lessons	Term 4 6 lessons	Term 5 6 lessons
	Creating media - Video production (Year 5)	Creating media - Introduction to vector graphics (Year 5)	Data + information - Flat file databases (Year 5)	Creating media - webpage creation (Year 6)	Creating media - 3D modelling (Year 6)	Data + information - Introduction to spreadsheets (Year 6)
Resources	Chrome books - Canva (Account + permission needed)	Chrome Books - Google Drawings	Chrome books - j2database	Chrome books - Google sites	Chrome books - Tinkercad (account needed)	Chrome books - Google Slides

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Cycle B (2025/26 + 2027/28)

Year 1+2 Cycle B	Term 1 6 lessons	Term 2 6 lessons	Term 3 6 lessons	Term 4 6 lessons	Term 5 6 lessons	Term 6 6 lessons
	Computing systems + networks - Technology around us (Year 1)	Programming A - Moving a robot (Year 1)	Programming A - Robot algorithms (Year 2)	Computing systems + networks - IT around us (Year 2)	Programming B - Programming animations (Year 1)	Programming B - Programming quizzes (Year 2)
Resources		Bee Bots - borrow from the MGGS hub	Bee Bots - borrow from the MGGS hub		Chrome books - Scratch Jr	Chrome books - Scratch Jr

Year 3+4 Cycle B	Term 1 6 lessons	Term 2 6 lessons	Term 3 6 lessons	Term 4 6 lessons	Term 5 6 lessons	Term 6 6 lessons
	Computing systems + networks - connecting computers (Year 3)	Programming A - Sequencing sounds (Year 3)	Programming B - Events + actions in programs (Year 3)	Computing systems + networks - The internet (Year 4)	Programming A - Repetition in shapes (Year 4)	Programming B - Repetition in games (Year 4)
Resources		Chrome books - Scratch	Chrome books - Scratch		Chrome books - Turtle Academy	Chrome books - Scratch

Year 5+6 Cycle B	Term 1 6 lessons	Term 2 6 lessons	Term 3 6 lessons	Term 4 6 lessons	Term 5 6 lessons	Term 6 6 lessons
	Computing systems + networks - Systems + searching (Year 5)	Programming A - Selection in physical computing (Year 5)	Programming B - Selection in quizzes (Year 5)	Computing systems + networks - Communication + collaboration (Year 6)	Programming A - Variables in games (Year 6)	Programming B - Sensing movement (Year 6)
Resources		Crumbles - borrow from the MGGS hub Chrome book software	Chrome books - Scratch		Chrome books - Scratch	Chrome books + micro:bits