



Computing – Long Term Plan (Mixed Age) for academic years 2022/2023 (A) and 2023/2024 (B)

(adapted from TEACH COMPUTING)

TEAM	YEAR	AGE GROUPS	1 AUTUMN	2 SPRING	3 SUMMER			
Donaldson		EYFS	Barefoot Computing (EYFS)					
		Y1	Computer Systems and Networks – Technology around us	Creating Media – Digital painting	Programming A – Moving a robot	Data and Information – Grouping data	Creating Media – Digital writing	Programming B – Programming animations
Dahl	A	Y1/ Y2	Computing Systems and Networks – IT around us	Creating Media – Digital printing	Programming A – Moving a robot	Data and Information – Grouping data	Creating Media – Digital writing	Programming B – Programming animations
	B		Computing Systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media - Digital music	Programming B - Programming quizzes
Cowell		Y3/ Y4	Computing Systems and Networks - Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and Information – Branching databases	Creating Media – Desktop publishing	Programming B – Events and actions in programs
Walliams	A	Y4/ Y5	Computer Systems and Networks – The Internet	Creating Media Audio production	Programming A – Repetition in shapes	Data and Information – Data logging	Creating Media Photo editing	Programming B – Repetition in games
	B		Computer Systems and Networks – Systems and searching	Creating Media – Video production	Programming A – Selection in physical computing	Data and information Flat-file Databases	Creating Media – Introduction to vector graphics	Programming B – Selection in quizzes
Morpurgo	A	Y5/ Y6	Computer Systems and Networks – Systems and searching	Creating Media – Vector Drawing	Programming A – Selection in physical computing	Data and information Flat-file Databases	Creating Media – Video production	Programming B – Selection in quizzes
	B		Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information - Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement



Computing – Long Term Plan (Mixed Age) for academic years 2022/2023 (A) and 2023/2024 (B)

(adapted from TEACH COMPUTING)

Rationale for the implementation of the two-year mixed age progression plan for Computing

Long term plan for Computing has been established and adapted from guidance and unit plans linked to Barefoot Computing and Teach Computing. Planning reflects the need for a bespoke (mixed age) school based curriculum for Computing based on current and future plans for school organisation and changing structures of each Team, with regards context of year groups in 2022/2023 and 2023/2024.

This plan has been established on a two-year plan to facilitate teaching and learning within the Computing curriculum during the next two academic years (2022/2023 and 2023/2024). The plan will then undergo a review at the end of the 2023/2024 academic year to ensure adequate coverage of curriculum content has been achieved over the previous period of two academic years. This review will consider progression and sequencing of units across mixed age teams, judge the quality and evidence of learning, as well as assessment outcomes of pupils.

A – 2022/2023 Academic Year

B – 2023/2024 Academic Year

Planning for 'Year A – 2022/2023' is established on the units from within the Teach Computing PoS, which focuses on the 'lower' of the two year groups in each Team. For example, the units set for Team Walliams' Computing curriculum in 2022/2023 has been based on Year 4 units.

Expectation for school organisation in 'Year B – 2023/2024' is for Year 6 to be set as a discrete Year 6 cohort in Team Morpurgo. Therefore, 'Year A – 2022/2023' units in Team Morpurgo have been based on the Year 5 units from Teach Computing. This will enable both those children in Year 5 in 'Year A – 2022/2023' across both Team Walliams and Morpurgo to join as a discrete Year 6 cohort in 'Year B – 2023/2024' and cover units from Year 6 Teach Computing PoS. Consequently, this will also ensure clear progression from Year 5 units completed by these children in 'Year A – 2022/2023'.

'Year B – 2023/2024' units in Team Walliams have been set as Year 5 units, as all Year 5 children will be set in Team Walliams for this academic year.

There is no 2-year rolling programme of units in Team Cowell. These units have been set as Year 3 units across both academic years to reflect current and future school organisation for this Team and the low percentage of the 2022/2023 Year 3 cohort who remain in Team Cowell in 2023/2024, as Year 4. This will provide valuable opportunity for these specific children to first experience the Year 3 Computing units in 'Year A – 2022/ 2023' and then revisit, rehearse and reapply the same key knowledge and skills in 'Year B – 2023/2024'.

For these units, the suggested order and sequence from Teach Computing has been followed.

No rolling programme also in Team Donaldson due to EYFS/ Y1 curriculum. Children in each of these discrete curriculum groups will have provision established to reflect requirements within the various PoS via Barefoot (EYFS) and Teach Computing (Year 1)