CRAYKE
CHURCH OF ENGLAND PRIMARY SCHOOL
Respect | Friendship | Forgiveness | Determination
"Follow your pathway and we grow together with confidence"

Curriculum Long Term Plan and Progression

Computing

*You did not choose me, I chose you that you might **go and bear fruit, fruit that will last** so that whatever you ask in my name the Father will give you.*
John 15:16

Computing

> Whether you want to uncover the secrets of the universe, or you just want to pursue a career in the 21st century, basic computer programming is an essential skill to learn.
>
> Stephen Hawking

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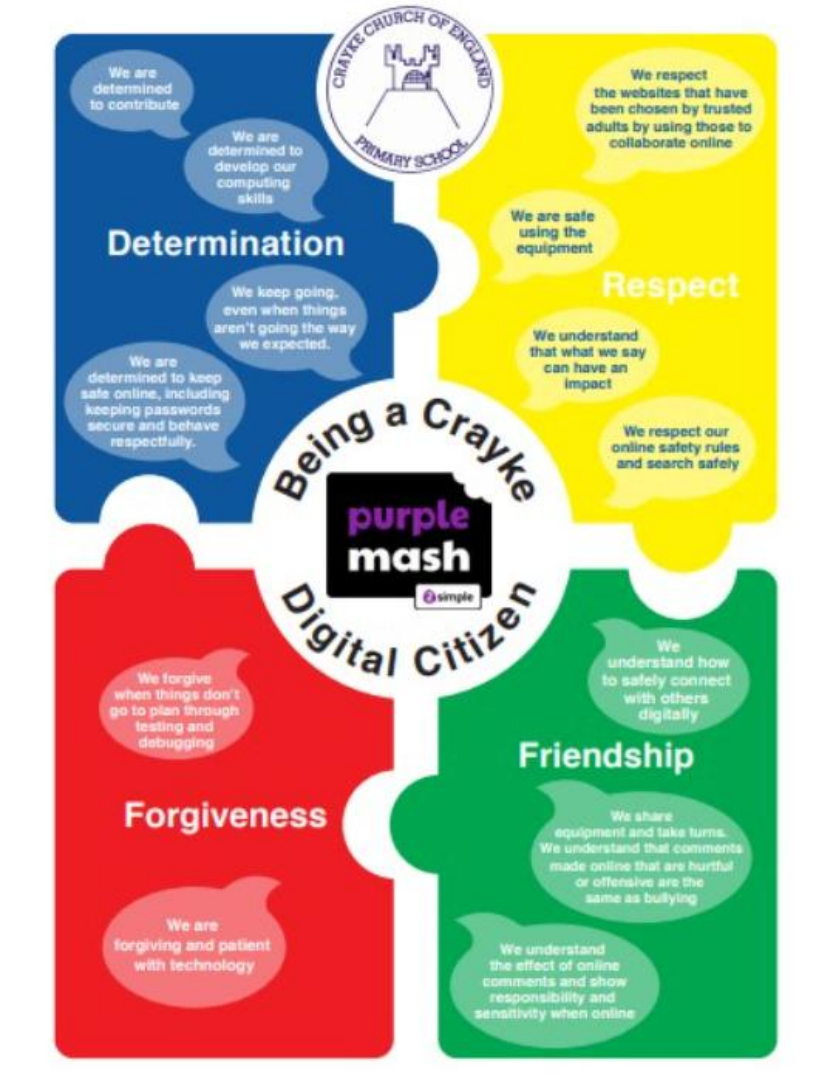
What does it mean to be a Crayke Digital Citizen?



Long Term Plan Year A (2026/2027)

Year 1/2 (Cycle A)

Information Technology | Computer Science | Digital Literacy

Unit Title	Introduction to PM (1)	Creative Computing (1)	Creating Pictures (2)	Spreadsheets (2)	Animated Stories (1)	Coding (1)	Coding (2)
Lessons	3	4	5	6	6	6	6

Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World

Year 3/4 (Cycle A)

Information Technology | Computer Science | Digital Literacy

Unit Title	Email (3)	Unpacking Hardware & Software (4)	Route Planners (3)	Effective Searching (4)	Coding (3/4 - See coding breakdown table below)	Presentations (3) (Microsoft, Apple & Google)	Spreadsheets (3)
Lessons	6	4	5	4	6	5	6

Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World

Year 5/6 (Cycle A)

Information Technology | Computer Science | Digital Literacy

Unit Title	Quizzing (5)	Game Creator (5)	Graphing (6)	Spreadsheets (6) (Microsoft, Apple & Google)	Coding (5/6 - See coding breakdown table below)	Word Processing (5) (Microsoft, Apple & Google)	3D Modelling (6)
Lessons	5	5	4	6	6	6	4

Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World

Long Term Plan Year B (2027/2028)

Year 1/2 (Cycle B)

Unit Title	Introduction to PM (1)	Route Explorers (2)	The Internet (2)	Data Explorers (1)	Questioning (2)	Making Beats (1)	Creating & Following Instructions (1)	Presenting Ideas (2)	Technology Around Us (1)
Lessons	3	4	4	6	4	4	3	4	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World									

Year 3/4 (Cycle B)

Unit Title	Animation (4)	Logo (4)	Branching Databases (3)	Sound Stories (4)	Coding (3/4 – See coding breakdown table below)	Composing Beats (4)	Touch Typing (3)	Introduction to AI (4)
Lessons	6	4	4	4	6	4	4	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World								

Year 5/6 (Cycle B)

Unit Title	Networks (6)	Databases (5)	Blogging (6)	Concept Maps (5)	Coding (5/6 – See coding breakdown table below)	Introduction to Python (6)	Spreadsheets (5)	Data Detectives (6)
Lessons	4	4	4	4	6	4	6	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World								

Year 3/4 (Coding Breakdown)

Coding lessons from both year 3 and 4 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 3 & 4 - CYCLE A

Title	Using Flowcharts	Using Timers	'if' statements	Coordinates	Code, Test and Debug	Design, Code, Test and Debug
Year and lesson number	Year 3 Lesson 1	Year 3 Lesson 2	Year 4 Lesson 2	Year 4 Lesson 3	Year 3 Lesson 4	Year 4 Lesson 1

YEAR 3 & 4 - CYCLE B

Title	Using Repeat	Repeat Until and 'if/else' Statements	Number Variables	Design and Make an Interactive scene	Design and Make an Interactive scene	Making a Playable game
Year and lesson number	Year 3 Lesson 3	Year 4 Lesson 4	Year 4 Lesson 5	Year 3 Lesson 5	Year 3 Lesson 6	Year 4 Lesson 6

Year 5/6 (Coding Breakdown)

Coding lessons from both year 5 and 6 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 5 & 6 - CYCLE A

Title	Coding Efficiently	Simulating a physical system	Friction and Functions	Introducing Strings	Text Variable and Concatenation	User Input
Year and lesson number	Year 5 Lesson 1	Year 5 Lesson 2	Year 5 Lesson 5	Year 5 Lesson 5	Year 5 Lesson 6	Year 6 Lesson 5

YEAR 5 & 6 - CYCLE B

Title	Designing and writing a more complex program	Designing and writing a more complex program	Decomposition and Abstraction	Using Functions	Flowcharts and control simulations	Text Adventure
Year and lesson number	Year 6 Lesson 1	Year 6 Lesson 2	Year 5 Lesson 3	Year 6 Lesson 3	Year 6 Lesson 4	Year 6 Lesson 6