KS1 – Computing Long Term Plan			
	Reception	**Year 1/2 computing - 2 year rolling program**	
Autumn 1	**Exploring Computers** • learn how to use the computers in their settings and begin to understand what the different parts of a computer are.	**CEOPs online safety video – playing games** **Managing online information** • Effectively retrieve relevant, purposeful digital content using a search engine, apply their learning of effective searching beyond the classroom, Know the implications of inappropriate online searches, begin to understand how things are shared electronically	**CEOPs online safety video – sharing pictures** **Privacy and security** • Understand the importance of keeping information, such as their usernames and passwords, private and actively demonstrate this in lessons, take ownership of their work and save this in their own private space, Know ways of reporting inappropriate behaviours and content to a trusted adult.
Autumn 2	**Online communications** • learn about sending an email and the rules that they should be aware of when communicating digitally.	**Word processing** • Keyboard skills, type symbols and save files, open work and edit text, format text, use shapes, use brush tools, format font and create a picture.	**Power Point** • Use basic computer skills, create a simple presentation with text and images, Reorder slides and save into folders.
KS1 – Computing Long Term Plan			
	Reception	**Year 1/2 computing - 2 year rolling program**	
Spring 1	**Investigating algorithms** • Use popular stories to introduce children to computational thinking and processes by breaking down a popular tale to demonstrate to children the importance of sequencing.	**Scratch: exploring how computer games work** (2.2) • Describe what happens in a computer game, make predictions of what a program will do, test their predictions, use games safely	**Scratch: Producing a talking book** (1.5) • Use sound recording devices, save and store created sounds, investigate the difference between talking books and paper books, Share recording with audience.
Spring 2	**Paint Tool** • Experiment with different drawing apps and software across a range of devices by drawing their favourite things, favourite food, toy, friend, and colour.	**Produce short videos of themselves** (1.2) • Breakdown down ideas into steps as in an algorithm, use different features of a video camera, develop collaboration skills, discuss their work and think how it can be improved	**e-mails: opening, composing and sending emails** (2.5) • Understand emails can be used to communicate, develop skills in editing and formatting text in emails, be aware of online safety issues when using emails
KS1 – Computing Long Term Plan			
	Reception	**Year 1/2 computing - 2 year rolling program**	
Summer 1	**Animation** • Learn a popular tale or nursery rhyme and then re-tell the story/rhyme by producing their own animation.	**Taking better photographs** (2.3) • Take pictures with different digital devices, explore ways in which the pictures can be sorted, use digital camera or camera app, edit photos	**Internet research** (2.4) • Develop collaborative skills by working as part of a group, search internet for information, improve notetaking and mind mapping skills, present findings through a short presentation.
Summer 2	**Bee-Bots** • Learn control, directional language, and simple programming by introducing the children to the concept of computer programs using Bee-Bots.	**Using programmable toys: Bee-Bot** (1.1)(T.1) • understand a programable toy can be controlled by imputing a sequence of instructions, develop a sequence algorithm, debug their programs, predict how their programs will work.	**Computer Art** (T.2) • Access an appropriate program for achieving a specific task, switch between program tools to produce different techniques, manipulate shapes and objects to recreate an art style