The John Moore Primary School Long Term Plan for Computing

Our overviews are currently under development as part of our ongoing work with the wider curriculum. Topics may also be changed to accommodate Local and National events as they occur.

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Rec	Assessing skill levels using a variety of computer controlled toys and resources. Fine motor skills using a touch pad mouse and iPad Explore programmes – Tux Paint Espresso Games Tizzy's Toolbox	How to log onto the computer using R Continue to explore the following – Tux Paint Espresso Games Tizzy's Toolbox	BeeBots – giving a partner and then programming the BeeBot with instructions	2Create a story and basic typing (first and last name)	Drawing floor maps for BeeBots	Basic computer programming - an introduction
As part of the Early Year Foundation Stage continuous provision, the children will have access to a variety of technology based toys to explore and use.						
Year 1	BeeBots and physical instructions to a friend to move around the classroom	Story telling 2Paint a picture draw and type simple text to retell a story	Computer Programming – Chimp Level on 2code	2Create a story	Computer Programming – Chimp Level on 2code	Technology in our lives e-mail age appropriate websites technology in school
Year2	Computer Programming – Chimp Level on 2code	Typing skills and word skills 2Type & changing fonts, size and colour etc on a Word document or 2simple software	Computer Programming – Chimp Level on 2code	2Animate Import pictures and create min movies	Computer Programming – Chimp Level on 2code	Technology in our lives e-mail age appropriate websites technology in school revisit typing skills
Year 3	Computer Programming – Gibbon Level on 2code	Technologies in our lives e-mail computer systems how we search (use 2simple software to explain/explore)	Multimedia PowerPoint – sound, animation, video clips	Computer Programming – Gibbon Level on 2code	Computer Programming – Gibbon Level on 2code Scratch cards on Scratch	Typing skills and word skills 2Type & changing fonts, size and colour etc on a Word document or 2simple software Copy and paste images and short cuts on Word
Year 4	Data handling 2Investigate	Computer Programming – Gorilla Level on 2code	Multimedia Continuation of PowerPoint or Movie Maker	Computer Programming – Gorilla Level on 2code Scratch cards on Scratch	Producing digital music (MuseCore)	Computer Programming – 2Logo Making simple Scratch games
Year 5	Designing persuasive Leaflets 2Publish + or Publisher	Computer Programming – Gorilla Level on 2code	Technology in our lives Blogging/ Interactive message board (Padlet) How to stay safe online whilst using technologies Tweet competition for JMPS Twitter account	Data Handling Microsoft Excel	Lego Wedo core 2.0	
Year 6	Computer Programming – Gorilla Level on 2code Or extend to move to Scratch and create games for Reception and Keystage 1 – become game developers		Data handling Microsoft Excel	Technology in our lives Using age appropriate website to support SATs revision	Create group videos (5 in total) to promote/showcase our school Suggestions: Memories of JMPS Take a look at JMPS A day in the life of a child at JMPS	

				Projects at JMPS