



Uffington Church of England Primary School

Computing - Long Term Plan - 2025-2026

Cycle B – 25/26

		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	NC Aims
EYFS	Personal, Social and Emotional Development Physical Development Expressive Arts and Design Understanding the World	Explore technological toys	Operate simple equipment Draw pictures on IB and begin to change colours Use the iPad to take pictures	Access, understand and interact with a range of technology in EYFS Draw pictures on IB, changing colour and pen size Learn about e-safety	Use the IB, changing games and programmes Learn about e-safety	Use Tapestry to add their own observations Explore how a Bee-Bot works Use the internet with adult supervision to find and retrieve information	Give reasons why we need to stay safe online Use the Bee-Bots and program them to go forwards and backwards Type their name using a laptop	<ul style="list-style-type: none"> Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
KS1 Y1/Y2	<i>Computer Science</i> (How computers and computer systems work and how they are designed and programmed) <i>Information Technology</i> (the purposeful use of existing programs to develop products and solutions) <i>Digital Literacy</i> (the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)	Grouping Data Y1 (DI AL) - Unplugged	Pictograms Y2 (DI ET)	Digital Writing Y1 (ET CM)	Digital Music Y2 (CM DD)	Programming Animations Y1 (PG DD) – Scratch Jr	Programming Quizzes Y2 (PG DD)	The national curriculum for computing aims to ensure that all pupils: <ul style="list-style-type: none"> can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems are responsible, competent, confident and creative users of information and communication technology.
KS2 Y3/Y4		Branching Databases Y3 (DI ET)	Data Logging Y4 (CS DI)	Desktop Publishing Y3 (ET CM)	Photo Editing Y4 (CM ET)	Events and Actions in Programs Y3 (PG DD)	Repetition in Games Y4 (PG DD)	The national curriculum for computing aims to ensure that all pupils: <ul style="list-style-type: none"> can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems are responsible, competent, confident and creative users of information and communication technology.
KS2 Y5/Y6		Flat file databases Y5 (DI ET)	Introduction to Spreadsheets Y6 (ET DI)	Vector Graphics Y5 (ET CM)	3D Modelling Y6 (ET CM)	Selection in Quizzes Y6 (AL PG)	Sensing Movement Y6 (PG CS)	The national curriculum for computing aims to ensure that all pupils: <ul style="list-style-type: none"> can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems are responsible, competent, confident and creative users of information and communication technology.
KS3	Aims: The national curriculum for computing aims to ensure that all pupils: <ul style="list-style-type: none"> can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems are responsible, competent, confident and creative users of information and communication technology 							