



## Computing Long Term Plan (2025 - 26) - Years 3 and 4 Cycle B

<b>Autumn 1</b>	<p>Word processing skills and Teach Computing Curriculum <b>Unit 3.1 - Connecting Computers</b></p> <p>(Software - Microsoft Word, Microsoft Paint or Brushes redux and unplugged activities)</p>
<b>Autumn 2</b>	<p>Use of Google Chrome and Teach Computing Curriculum <b>Unit 4.1 - The internet</b></p> <p>(Software - Microsoft Word and use of the World Wide Web on desktop computers or ipads)</p>
<b>Spring 1</b>	<p>Teach Computing Curriculum <b>Unit 3.2 - Stop frame animation</b></p> <p>(Software - I can Animate (Lite) - Ipads iMotion, Stop motion studio)</p>
<b>Spring 2</b>	<p>Teach Computing Curriculum <b>Unit 3.6 - Events and actions</b></p> <p>(Software - Scratch)</p>
<b>Summer 1</b>	<p>Teach Computing Curriculum <b>Unit 3.5 - Desktop publishing</b></p> <p>(Software - Adobe Spark)</p>
<b>Summer 2</b>	<p>Teach Computing Curriculum <b>Unit 4.3 - Repetition in shapes</b></p> <p>(Software - FMS Logo or Turtle academy)</p>
	<p><b>Be Internet Legends (Digital literacy)</b></p> <p>Be Internet Sharp Be Internet Alert</p>

National curriculum: Computer science	Computing systems and networks
National curriculum: Computer science	Programming
National curriculum: Information technology	Data and Information
National curriculum: Information technology	Creating media

YWJS use the NCCE Teach Computing Scheme of work to deliver the Computing National Curriculum. We also use the Be Internet Legends scheme of work and units of work from Project Evolve, linked to the Education for a Connected World document, to deliver Digital Literacy throughout the year.