



Computing Long Term Plan (2025 - 26) - Years 5 and 6 Cycle B

Autumn 1	<p><i>Recap of key skills: Word processing skills and Google Chrome and Teach Computing Curriculum Unit 5.1 - Systems and searching. (Software - Microsoft Word, Microsoft PowerPoint, Google - ipads)</i></p>
Autumn 2	<p><i>Teach Computing Curriculum Unit 6.1 - Communication and Collaboration (Software - Online websites)</i></p>
Spring 1	<p><i>Teach Computing Curriculum Unit 5.5 - Vector Drawing (Software - Drawing tools in Microsoft publisher) E-safety week - Digital literacy</i></p>
Spring 2	<p><i>Teach Computing Curriculum Unit 5.3- Selection in physical computing (Software: Crumbles)</i></p>
Summer 1	<p><i>Teach Computing Curriculum Unit 5.2 - Video Editing (Software - Windows Movie Maker or imovie - ipads)</i></p>
Summer 2	<p><i>Teach Computing Curriculum Unit 6.3 - Variables in games</i></p>
	<p>Be Internet Legends (Digital literacy) <i>Be Internet Secure Be Internet Kind Be Internet Brave</i></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.