Oakfield Junior School: Computing Long Term Plan 2022-23

This long-term plan shows coverage of the curriculum and whilst it is separated into half termly and termly blocks, computing at Oakfield is more fluid and shows minimum coverage across the academic year.

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
3	 Creating media – Desktop publishing Word processing skills Power Point skills Touch Typing http://www.bbc.co.uk/guides/z3c6tfr 		Creating Media Animation - Stick Pivot Software.	Computing systems and networks – Connecting computers	Programming Code for life/ rapid router/ Help the Ocodo driver deliver the goods through block coding.	Spreadsheets Excel: inserting formula and using auto sum tool.
4	Computing systems and networks – The internet	Coding Scratch. Using online tutorials. Tutorials 1-8	Coding Scratch. Using online tutorials. Tutorials 9-12 Spreadsheets Excel: Creating simple function machines using formula.	Creating media – Desktop publishing •Word processing skills •Power Point skills Creating media – Photo editing Paint.net	Coding Lego WeDo Block coding to control small devices.	Creating media – Podcasting Audio Editing - Audacity
5	Creating media – Desktop publishing Power Point skills Create a quiz using hyperlinks. Spreadsheets Excel: Charts and graphs.	Creating media – Vector drawing Google drawing to generate images using shapes and lines.	Coding Kodu Game Lab.	Computing systems and networks – Sharing information	Coding Vex VR Block coding to control the VR Rover over several missions.	Creating media – Green screen filming.
6	Creating media – Creating Apps Power Apps Create Apps, WW2 theme.	Creating media – 3D Modelling	Computing systems and networks – Communication	Creating media – Stop Motion Animation Using animation Software to create stop motion films.	Coding Microsoft MakeCode Arcade. Create Gameboy style games.	Creating media – Video editing Microsoft Video Editor Creating leavers videos