

# Oakfield Junior School: Computing Long Term Plan

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
<b>3</b>	Word processing skills Touch Typing <a href="http://www.bbc.co.uk/guides/z3c6tfr">http://www.bbc.co.uk/guides/z3c6tfr</a>		Animation using Stick Pivot Software. Email skills Touch Typing		Code for life/ rapid router/ Using digital cameras and manipulating image using Multimedia presentation software eg. PowerPoint	
<b>4</b>	Scratch/ Using Code club. Word/PowerPoint	Scratch/ Using Code club.	Lego WeDo	Lego WeDo <b>programme with Scratch 2</b>	PowerPoint Presentations <b>Green Screen</b> Using Audacity for Adverts MS PhotoStory Art: William Morris prints using shapes tools and group and un group.	Excel: Creating simple function machines using formula. <b>Skills lessons</b>
<b>5</b>	Using PPT /Google sketch up to generate 3D images of Greek town temples. Using shape tools and layering options	PowerApps: creating Ancient Greek apps	App Furnace  Kodu Game Lab.	Stop Motion Animation	Analyse data using Excel	Green screen filming. e.g Using Man on moon as safety flight explanations.
<b>6</b>	Power Apps Create Apps, WW2 theme. Audacity/ Sound Trap to make podcasts.		Using animation Software to create stop motion films. <b>Scratch level 1 &amp; 2</b> <b>Use excel to generate charts and tables – Theme Park project</b>		Using Soundtrap to make Podcasts.	Green Screen/ Literacy links Windows Movie Maker. Creating leavers videos