



St Charles' Computing Long Term Plan 2025 - 2026



Long Term Plan	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Awesome Autumn RAMP Self-Image and Identity	Technology around us Self-Image and Identity	Information Technology around us Self-Image and Identity	Connecting computers Self-Image and Identity	The internet Self-Image and Identity	Systems and searching Self-Image and Identity	Communication and collaboration Self-Image and Identity
Autumn 2	Winter Warmers RAMP Online Bullying Online Reputation	Creating Media–digital painting Online Bullying Online Reputation	Creating Media– digital photography Online Bullying Online Reputation	Creating Media– Stop frame animation Online Bullying Online Reputation	Creating Media– Audio production Online Bullying Online Reputation	Creating Media– Video production Online Bullying Online Reputation	Creating Media– Webpage creation Online Bullying Online Reputation
Spring 1 Safer Internet Day	Busy Bodies RAMP Online Relationships Privacy and Security	Programming – Moving a robot Online Relationships Privacy and Security	Programming – Robot algorithms Online Relationships Privacy and Security	Programming - Sequencing sounds Online Relationships Privacy and Security	Programming – Repetition in shapes Privacy and Security Online Relationships	Programming – sensing movement micro:bit Online Relationships Privacy and Security	Programming – Variables in games Privacy and Security Online Relationships
Spring 2	Spring Time RAMP Managing Online Information	Data and information – Grouping data Managing Online Information	Data and information – Pictograms Managing Online Information	Data and information – Branching databases Managing Online Information	Data and information – Data logging Managing Online Information	Data and information – Flat-file databases Managing Online Information	Data and information – Introduction to Spreadsheets Managing Online Information
Summer 1	Boats Ahoy RAMP Health, Wellbeing and Lifestyle	Creating media – digital writing Health, Wellbeing and Lifestyle	Creating media – digital music Health, Wellbeing and Lifestyle	Creating Media– desktop publishing Health, Wellbeing and Lifestyle	Creating media –photo editing Health, Wellbeing and Lifestyle	Creating media – vector graphics Health, Wellbeing and Lifestyle	Creating media – 3D modelling Health, Wellbeing and Lifestyle
Summer 2	Boats Ahoy RAMP Copyright and ownership	Programming – Programming Animations Copyright and ownership	Programming – Programming Quizzes Copyright and ownership	Programming - Events and actions in programs Copyright and ownership	Programming – Repetition in games Copyright and ownership	Programming – Selection in quizzes Copyright and ownership	Programming – Transition Project Copyright and ownership

Digital Literacy is covered within each half-term. Lessons focus on each of the eight aims from the Education for a Connected World Framework.

KEY: Blue = Information Technology

Red = Online Safety

Green = Coding & Computational Thinking

Purple = Computing Systems & Networks