

Lavant CE Primary School Computing Long Term Overview:

Computer Science

Information Technology

Digital Literacy



Class	Cycle/ Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer	Summer 2
Wren	R	Computing provision taught throughout the curriculum including core mouse and keyboard skills					
	1		Mouse and Keyboard Skills		Digital Art Introduce programming		E-Safety Texts and images
Robin	2		Recognise the uses of IT Digital Art		Programming with Scratch Ebook Creation		E-Safety Data Handling Comic creation (Yr 1)
Woodpecker	A		Inside a computer Document editing and creation Comic creation		Programming with Scratch (Year 3)		Infographics 3D Design (year 3)
	B		Digital art		Data Handling Branching database		E-Safety Programming with scratch (year 4)
Pheasant	A 26/27		Computer Networks and the internet EBook Creations		Programming with Scratch (Year 5)		E-Safety Machine learning and AI Computers: Past, Present and Future
	B 25/26		Photograph and Image editing App design		Data Handling EBook creation		E-Safety Sphero
Core skills such as digital literacy and numeracy, touch typing and keyboard skills, and saving and formatting documents are developed and reinforced continuously across the computing curriculum and wider learning.							

Our computing long-term plan is based on the iLearn2 curriculum, which provides a framework for developing pupils' computing knowledge and skills. The plan outlines the key areas of learning and progression across the year groups, ensuring a coherent and progressive computing curriculum.