



Long term planning (LTP) Updated P Rush June 2025
 Computing Long Term Plan 2025/2026 Cycle B

All E-Safety lessons are taken from [Digital Citizenship Lessons for the UK | Common Sense Education](#) You will need to register for a free account to access

Key Stage	Pathway Class Group	Cycle Rotation	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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2	Oak Maple Rowan Willow Mount Road Cycle B	A	Technology around us. E-Safety	Digital Painting E-Safety	Moving a Robot E-Safety	Grouping Data To be removed on next cycle A – not appropriate. E-Safety	Digital Writing E-Safety	Programming Animations. E-Safety
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2		B	<p>Computing Systems and Networks – IT Around us. How is information technology (IT) being used for good in our lives? With an initial focus on IT in the home, learners explore how IT benefits society in places such as shops, libraries, and hospitals. Whilst discussing the responsible use of technology, and how to make smart choices when using it.</p>	<p>Digital Photography Learners will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.</p>	<p>Data and Information Pictograms Learners will begin to understand what the term data means and how data can be collected in the form of a tally chart. They will learn the term 'attribute' and use this to help them organise data. They will then progress onto presenting data visually using software. Learners will use the data presented to answer questions.</p>	<p>Creating Media Digital Music In this unit, learners will listen to a variety of pieces of music and consider how music can make them think and feel. Learners will compare creating music digitally and non-digitally. Learners will look at patterns and purposefully create music.</p>	<p>Programming B Programming quizzes This unit revisits key concepts from the cycle A ScratchJr unit, reinforcing the idea that sequences of commands lead to specific outcomes. Learners make predictions, use and adapt designs, and create their own quiz questions using ScratchJr code blocks. They finish by evaluating and refining their programming projects.</p>	E-Safety



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KS3 Y7/8 PAT	Red	A	Connecting Computers. E-Safety	Stop Frame Animation E-Safety	Sequencing Sounds E-Safety	Branching Databases E-Safety	Desktop Publishing E-Safety	Events and Actions in Programs. E-Safety



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KS3 Y7/8 PAT	Red	B	<p>Computing systems and networks - The Internet.</p> <p>In this unit, learners will explore the internet as a network of networks, gaining an understanding of the importance of security. They will investigate the World Wide Web as a part of the internet, including who owns online content and what they can access or create. Students will also evaluate the reliability and accuracy of online information, learning about the impact of false content.</p>	<p>Creating Media Audio Productions.</p> <p>Learners will explore the input and output devices needed to work with digital sound, such as microphones and speakers or headphones. They will discuss digital audio ownership and copyright issues, then use Audacity to record, edit, and produce their own podcasts. Finally, learners will evaluate their creations and provide constructive feedback to peers.</p>	<p>Programming A Repetition in Shapes</p> <p>This unit is the first of the two programming units in KS3, and looks at repetition and loops within programming. Pupils will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.</p>	<p>Data and Information Data Loggers.</p> <p>In this unit, pupils will explore how and why data is collected over time, comparing human senses to computer sensors used for environmental monitoring. They will gather and analyse data, learning about data points, data sets, and logging intervals. Using data loggers, pupils will pose their own questions and collect data automatically to find answers.</p>	<p>Creating Media Photo Editing.</p> <p>Learners will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices.</p>	<p>Programming B – Repetition in Games.</p> <p>In this unit, learners explore repetition in programming using Scratch, building on concepts introduced in the earlier Logo unit. They compare count-controlled and infinite loops, applying this knowledge to modify animations and games. For their final project, learners design and create a game that uses repetition, following key stages of programming design.</p>



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KS3 Y9	Red	A	Systems and Searching	Video Production	Selection in Physical Computing (microbit)	Flat-File Databases	Intro to Vector Graphics.	Selection in Quizzes
			E-Safety	E-Safety	E-Safety	E-Safety	E-Safety	E-Safety



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KS3 Y9	Red	B	<p>Computing Systems and Networks – Communication and Collaboration.</p> <p>In this unit, learners explore how data is transferred over the internet, beginning with addressing and the structure of data packets. They investigate how the internet supports communication and collaboration by completing shared online projects and evaluating different communication methods. Finally, they learn to communicate responsibly by considering what information is appropriate to share online.</p>	<p>Creating Media – Web Page Creation.</p> <p>This unit introduces learners to the creation of websites for a chosen purpose. Learners identify what makes a good web page and use this information to design and evaluate their own website using Cava. Throughout the process learners pay specific attention to copyright and fair use of media, the aesthetics of the site, and navigation paths.</p>	<p>Programming A – Variables in Games.</p> <p>In this unit, learners explore the concept of variables in programming by creating games in Scratch. They begin by understanding variables through real-world examples, then use them to build a scoreboard simulation and follow the Use-Modify-Create model to develop their own projects. Throughout the unit, learners apply their knowledge of variables and design to experiment, create, and improve their Scratch games.</p>	<p>Data and Information Introduction to Spreadsheets.</p> <p>In this unit, learners are introduced to spreadsheets and supported in organising data into rows and columns to create their own data sets. They learn to format data for calculations, use basic formulas, apply them across multiple cells, and use spreadsheets to plan an event and answer related questions. Finally, learners create charts and evaluate their results based on the questions they set out to explore.</p>	<p>3D Modelling.</p> <p>In this unit, learners develop their understanding of using computers to create 3D models, beginning with basic skills like moving, resizing, and duplicating objects in a 3D space. They create more complex models by using placeholders, combining objects, and exploring grouping techniques. Learners then plan, design, and evaluate their own 3D model of a building.</p>	<p>Programming B – Sensing Movement.</p> <p>This programming unit consolidates learners' understanding of sequence, repetition, selection, and variables, introduced across previous years. Pupils apply these constructs in a new programming environment using the micro:bit, beginning with a simple program they test and transfer to the device. They then complete three progressively challenging projects, deepening their skills and confidence with physical computing.</p>



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KS4	Red	A	Online Safety AQA Unit Online Safety - Being safe and responsible.	Programming 1 AQA Unit Introduction to Scratch.	Clear Messaging in Digital Media AQA Unit Designing a piece of merchandise.	Media Animations AQA Unit Animations and Simple computer art.	Developing for the Web AQA Unit Using Wix to design a website for a youth service.	Intro to Cyber Security AQA Unit Cyber Security and Incident Management.
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KS4	Red	B	AQA Unit INTRODUCTION TO PROGRAMMING WITH THE BBC MICROBIT (105481)	AQA Unit CREATING A PIECE OF MERCHANDISE (120974)	AQA Unit FILMING A MUSIC VIDEO (121186)	AQA Unit CREATING A BLOG (93116)	AQA Unit PERSONAL SAFETY AND KEEPING SAFE ONLINE (121372)	AQA Unit DESIGNING COMPUTER GAMES (75403)
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			<p>Teach Computing Topic – Year 7</p> <p>Using the microbit for primary to secondary transition</p> <p>Learning –</p> <p>Students will use the micro: bit and Coding environment to develop skills that they have previously worked on.</p> <p>Equipment:</p> <p>Physical micro: bits will be required</p>	<p>Teach Computing Topic – Year 7</p> <p>Clear messaging in digital media</p> <p>Learning –</p> <p>Students will build upon learners' experience. It requires learners to use a range of different skills across several pieces of software (Mainly Canva). Learners will work between different applications to create a poster and slides on a given theme. The unit is designed so that learners can concentrate on applying skills that they may have previously learnt as well as those learnt in the unit. At the end of the topic, learners will have a piece of merchandise to take home (i.e. t-shirt)</p> <p>Equipment:</p> <p>T-shirts, transfer paper, iron and ironing board.</p>	<p>Teach Computing Topic – Year 5</p> <p>Creating media - Video production</p> <p>Learning –</p> <p>Students are given the opportunity to learn how to create short videos in groups. As they progress through this unit, they will be exposed to topic-based language and develop the skills of capturing, editing, and manipulating video. Active learning is encouraged through guided questions and by working in small groups to investigate the use of devices and software. Learners are guided with step-by-step support to take their idea from conception to completion.</p> <p>Equipment:</p> <p>Cameras.</p>	<p>Teach Computing Topic – Year 7</p> <p>Using media – Gaining support for a cause</p> <p>Learning –</p> <p>Students will develop a deeper understanding of information technology and digital literacy by using their skills across the unit to create a blog post about a real-world cause that they are passionate about and would like to gain support for.</p>	<p>Teach Computing Topic – KS4 non-GCSE</p> <p>Online safety</p> <p>Learning –</p> <p>Students should already have some form of online presence and familiarity with online spaces, the purpose of this unit is for them to start thinking more critically about how they, and others, conduct themselves online. Learners will also be asked to discuss key debates around the online world, such as the extent of their right to privacy, and which powers should be granted to organisations and states. As much as possible, learners should be encouraged to develop their own ideas and opinions to become engaged citizens when it comes to online rights.</p>	<p>Teach Computing Topic – Year 8</p> <p>Layers of computing systems</p> <p>Learning –</p> <p>Students will gain experience using '2DiY' along with designing their own computer game, characters, challenges and objectives. Students will have to think of a layout for their world design and can even edit their world design, if they choose to. At the end of the topic, students will have created a working computer game that can be shared with others to play.</p> <p>Trip – Computing Museum</p>
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KS4	Green	A	ASADAN PP DIS – Developing ICT Skills. Entry 1.		F7 Using ICT to find information OCR life and living units Entry 2 <i>Too challenging had to be heavily adapted.</i>		F9 Using ICT to enter and edit text. OCR life and living unit Entry 2. <i>Too challenging unable to complete.</i>	
KS4	Green	B	OCR Life and Living Units Entry 1 F1 Using ICT to record and edit information.		OCR Life and Living Units Entry 1 F3 Obtaining information from an ICT-based source.		OCR Life and Living Units Entry 1 F4 Using Creative Software.	
KS 5	Red	A	Staying Safe on Social Media	Developing Functional Skills Digital Literacy		Creating a Powerpoint.	Watching and Creating Simple Animations.	Producing an Advert.
KS 5	Green	A	Keeping Safe on Social Media	Developing Functional Skills Digital Literacy		Using technology at home and community to support independence.	Choose and watching programmes or films as a group	Enjoying watching and creating simple animations.
KS5	Green	B	ASDAN LS Use of computer technology E1 Challenge ref 1744	ASDAN LS Keeping Safe on social media E1 Challenge ref 7454	ASDAN LS Creating a poster using the computer E1 Challenge ref 5906	ASDAN LS Creating a PowerPoint E1 Challenge ref 4397	ASDAN LS Creating a factsheet using the computer WTE1 Challenge ref 4617	



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PAT	Y7 Classes.	A	Connecting Computers. E-Safety	Stop Frame Animation E-Safety	Sequencing Sounds E-Safety	Branching Databases E-Safety	Desktop Publishing E-Safety	Events and Actions in Programs. E-Safety
Aspire	Will adapt to suit the learners at Aspire.	A	Online Safety AQA Unit Online Safety - Being safe and responsible.	Programming 1 AQA Unit Introduction to Scratch.	Clear Messaging in Digital Media AQA Unit Designing a piece of merchandise.	Media Animations AQA Unit Animations and Simple computer art.	Developing for the Web AQA Unit Using Wix to design a website for a youth service.	Intro to Cyber Security AQA Unit Cyber Security and Incident Management.



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Mount Road.		A	<p>Mount Road learners have an individualised curriculum which will incorporate aspects of computing as and when appropriate to suit the needs of the learner. Some examples of computing that might be included across the year include:</p> <p style="text-align: center;"><u>Hour of Code.</u></p> <p style="text-align: center;">Lots of coding activities – often linked to games that are easily accessible. Explore activities (hourofcode.com)</p> <p style="text-align: center;"><u>Blockly</u></p> <p style="text-align: center;">Block coding games similar to Scratch so should be familiar to the children. Blockly Games</p> <p style="text-align: center;"><u>Code Club</u></p> <p style="text-align: center;">Free resources – the children follow pathways to challenges on Scratch, Python and Web Design.</p> <p style="text-align: center;"><u>Blooket</u></p> <p style="text-align: center;">Game based learning – like Kahoot but with a game element involved. Blooket</p> <p style="text-align: center;"><u>I am a Social Media Star</u></p> <p style="text-align: center;">Ask children to take pictures, small videos of a project over a period of time and they can put them together using Imovie, movie maker, capcut to create a video for social media.</p> <p style="text-align: center;"><u>Be Internet Legends</u></p> <p style="text-align: center;">Google based Online Safety game. Play Interland - Be Internet Legends</p> <p style="text-align: center;"><u>Common Sense Media</u></p> <p style="text-align: center;">Loads and loads of online safety and digital literacy activities. Need to sign up but it is free.</p>					
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