The BAWB Federation
Bainbridge, Askrigg, and West Burton Primary Schools
Rooted in the message of The Good Samaritan, we provide an aspirational education for all.
We flourish academically, spiritually, and socially, enriching our communities.
Executive Headteacher: Miss Charlotte L. Harper

Computing long-term plan

Writing in blue denotes revision of key learning.

	Autumn		Spring		Summer	
Year 1 **Owls**	**Technology Around Us** Recognising technology in school and using it responsibly.	**Digital Painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Moving a Robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Grouping Data** Exploring object labels, then using them to sort and group objects by properties.	**Digital Writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Programming Animations** Designing and programming the movement of a character on screen to tell stories.
Year 2 & 3 (2023/24) **Swallows & Kingfishers**	**Connecting Computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Stop-Frame Animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequencing Sounds** Creating sequences in a block-based programming language to make music.	**Branching Databases** Building and using branching databases to group objects using yes/no questions.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Events & Actions in Programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 2 & 3 (2024/25) **Swallows & Kingfishers**	**Technology Around Us** Identifying IT and how its responsible use improves our world in school and beyond.	**Digital Photography** Capturing and changing digital photographs for different purposes.	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Robot Algorithms** Creating and debugging programs, and using logical reasoning to make predictions.	**Making Music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Programming Quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 4 **Golden Eagles**	**The Internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Audio Production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Repetition in Shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Data Logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Photo Editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Repetition in Games** Using a block-based programming language to explore count-controlled and infinite loop in games.
Year 5 **Herons**	**Communication & Collaboration** Recognising how the WWW can be used to communicate and be searched to find information.	**Web Page Creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	**Variables in Games** Exploring variables when designing and coding a game.	**Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**3D Modelling** Planning, developing, and evaluating 3D computer models of physical objects.	**Sensing Movement** Designing and coding a project that captures inputs from a physical device.
Year 6 **Merlins**	**Systems & Searching** Identifying and exploring how information is shared between digital systems.	**Video Production** Planning, capturing, and editing video to produce a short film.	**Selection in Physical Computing** Exploring conditions and selection using a programmable microcontroller.	**Flat-File Databases** Using a database to order data and create charts to answer questions.	**Vector Graphics** Creating images in a drawing program by using layers and groups of objects.	**Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz.