

Wirksworth Computing Long Term Plan (2022/2023 – 2023/2024)

Taken from the National Centre of Computing

<https://teachcomputing.org/curriculum/key-stage-2>

Year 5/6 (Year 5) Year A – 2022-2023

- Term 1: [Data and information – Flat-file databases](#) www.j2e.com
- Term 2: [Computing systems and networks – Sharing information](#) – Scratch
- Term 3: [Programming A – Selection in physical computing](#) Crumble microcontroller
- Term 4: [Programming B – Selection in quizzes](#) Scratch
- Term 5: [Creating media – Vector drawing](#) Publisher
- Term 6: [Creating media – Video editing](#) Video editor

Year 5/6 (Year 6) Year B – 2023-2024

- Term 1: [Programming A – Variables in games](#) Scratch
- Term 2: [Programming B – Sensing](#) BBC microbit
- Term 3: [Data and information – Spreadsheets](#) Excel
- Term 4: [Creating media – 3D Modelling](#) Tinkercad
- Term 5: [Computing systems and networks – Communication](#)
- Term 6: [Creating media – Web page creation](#) Google sites

Year 3/4 (Year 3) Year A – 2022-2023

- Term 1: [Creating media – Animation](#)- motion or Stop Animation
- Term 2: [Creating media – Desktop publishing](#)- Adobe Spark
- Term 3: [Data and information – Branching databases](#) – www.j2e.com
- Term 4: [Computing systems and networks – Connecting computers](#)
- Term 5: [Programming A – Sequence in music](#) - Scratch
- Term 6: [Programming B – Events and actions](#) - Scratch

Year 3/4 (Year 4) Year B – 2023-2024

- Term 1: [Data and information – Data logging](#) – data-loggers VU+
- Term 2: [Creating media – Audio editing](#)- Audacity
- Term 3: [Computing systems and networks – The Internet](#)
- Term 4: [Creating media – Photo editing](#) – www.paint.net
- Term 5: [Programming A – Repetition in shapes](#) – Turtle Academy
- Term 6: [Programming B – Repetition in games](#) - Scratch