



## St Mark's C of E Junior School Computing Long Term Planning

Year Group	Lesson Titles					
<b>Year 3</b>	<a href="https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr">https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr</a> Dance mat typing	Word Processing using Microsoft Word	Microsoft PowerPoint Presentation Skills	iData Y3 Unit Excel Introducing Databases	iProgram Unit 1 Scratch Games & animation development	iSimulate Online games Exploring computer simulations
<b>Year 4</b>	iProgram Unit 1 & 2 Making shapes & navigating mazes using Scratch	iMail Working together with email	iAnimate iCompute website for software Introduction to animation	iProgram Unit 3 Greenscreen Programming puzzle solutions	iSafe eSafety	iData Data representation
<b>Year 5</b>	Design a birdbox in Google SketchUp Extend their drawing skills to create 3D models based on using the software.	iProgram Unit 1 Scratch Designing & developing programs	Spreadsheets Twinkl unit of work Formatting and entering specific formulas into a Spreadsheet	iProgram Unit 2 Microsoft Kodu Developing multi-level games	iWeb Creating web content	iCrypto Data & Cryptography
<b>Year 6</b>	iProgram Unit 1 Scratch Designing & developing programs	NCCE Teach Computing Data and information - Spreadsheets Use a spreadsheet to model a costing exercise	iApp Unit 1 Developing apps	iProgram Unit 2 Designing and developing 3D animations	iNetwork Networks, data & HTML/CSS	iModel 3D computer modelling 2024 Teach Computing Programming B – Sensing movement with Micro:bit