

Computing

Long Term Plans



Upper
Wharfedale
Primary
Federation



Computing Long term Overview

EYFS

EYFS Statement for Computing

In the Early Years Foundation Stage, teaching is underpinned by the Characteristics of Effective Learning, supporting children to explore, investigate, and develop their curiosity through technology and digital experiences. Our approach ensures that children engage with computing in meaningful and age-appropriate ways, building confidence, resilience, and a willingness to explore and problem-solve.

Computing equips children with the foundational skills needed to understand and interact with the digital world around them. A high-quality Computing curriculum introduces children to early computational thinking, such as sequencing, logical reasoning, and cause and effect, while promoting safe and responsible use of technology. As children progress, they begin to understand how technology supports learning, creativity, and everyday life.

Children are given opportunities to explore a range of technology and digital tools throughout the learning environment, including within our continuous provision. Staff carefully plan enhanced provision to create purposeful opportunities for children to apply, extend, and deepen their understanding of computing concepts across a variety of meaningful contexts, both indoors and outdoors.

Through Computing, we aim to support every child to “Be the Light” developing confidence, curiosity, and independence as they navigate an increasingly digital world, ready to shine as capable and responsible learners.

Pre School	Reception	ELG
<p>Social and Emotional Development</p> <ul style="list-style-type: none"> Remember rules without needing an adult to remind them. <p>Physical Development</p> <ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting. <p>Mathematics</p> <ul style="list-style-type: none"> Solve real world mathematical problems with numbers up to 5. Discuss routes and locations, using words like ‘in front of’ and ‘behind’. Notice and correct an error in a repeating pattern. Begin to describe a sequence of events, real or fictional, using words such as ‘first’, ‘then’. <p>Understanding the World</p> <ul style="list-style-type: none"> Explore how things work. 	<p>Social and Emotional Development</p> <ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of ‘screen time’. <p>Physical Development</p> <ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. <p>Mathematics</p> <ul style="list-style-type: none"> Count objects, actions and sounds. • Link the number symbol (numeral) with its cardinal number value. Select, rotate and manipulate shapes to develop spatial reasoning skills. Continue, copy and create repeating patterns. <p>Expressive Arts and Design</p> <ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings. 	<p>Personal, Social and Emotional Development</p> <p>Managing Self</p> <ul style="list-style-type: none"> Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly. <p>Expressive Arts and Design Creating with Materials</p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

Key Stage 1 Computing						
Cycle A	Unit 1:1 Online Safety (4 weeks) Unit 2.5 Effective Searching (3 weeks)	Unit 1:4 (3 weeks) Lego Builders Unit 1:9 (2 weeks) Technology outside school	Unit 2:6 Creating Pictures (5 weeks)	Unit 1:2 (2 weeks) Grouping and sorting Unit 1-3 Pictograms (3 weeks)	Unit 1:7 (6 weeks) Coding	Unit 2:1 (6 weeks) Spreadsheets
Cycle B	Unit 1:1 Online Safety (4 weeks) Unit 2.5	Unit 1:5 (3 weeks) Maze explorers Unit 2:2 (3 weeks) Online safety	Unit 2:4 Questioning (5 weeks)	Unit 1:6 (5 weeks) Animated Story books	Unit 2:7 (3 weeks) Making Music Unit 2: 3 (4 weeks) Spreadsheets	Unit 1:3 Pictograms (3 weeks) Unit 2:8 (4 weeks) Presenting ideas

KS2 Computing						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Online safety (6 weeks)	Touch typing (6 weeks)	Coding (6 weeks)	Spreadsheets (3 weeks) Graphing (2 weeks)	Branching databases (4 weeks) Simulations (3 weeks)	Email (6 weeks)
Year 4	Online safety (6 weeks)	Coding (6 weeks)	Animation (3 weeks) Logo (4 weeks)	Effective Searching (3 weeks) Artificial Intelligence (4 weeks)	Making Music (4 weeks)	Coding (consolidation)

Year 5	Online safety (6 weeks)	Spreadsheets (6 weeks)	Coding (6 weeks)	Game Creator (5 weeks)	Word Processing (8 weeks) Databases (4 weeks)	Word Processing (continued) Concept Maps (4 weeks)
Year 6	Online safety (6 weeks)	Spreadsheets (6 weeks)	Coding (6 weeks)	Blogging (4 weeks) Networks (3 weeks)	Text Adventures (4 weeks) Binary (4 weeks)	Quizzing (6 weeks)