

Whittingham C of E Primary School – Computing LTP 2026-7 . Cycle A

We are currently reviewing this, using the Kapow Scheme of Work as a spine with further resources from School 360, BBC, NCC and

For online safety also see- [Online Safety Support](#) as well as PSHE / Pol Ed resources and planning

Term:	EYFS:	KS1: Online Safety 1 lesson per half term as well as PSHE	LKS2: Online Safety 1 lesson per half term as well as PSHE	UKS2: Online Safety 1 lesson per half term as well as PSHE
Autumn 1:	Continuous provision: Interactive Whiteboard - Busy Things and Create a Builder Programming 1: All about instructions	Continuous provision: Y1 Laptops (make sure all can log on and have a School 360 account) Y2 Using TTRS/ Spelling Shed AR Computing Systems and Networks: Improving Mouse / trackpad skills Using the interactive whiteboard plus laptops, School 360 drag and drop activities such as create a builder, dress Barnaby Bear, Design a Bear's Face, Build a House etc.	Programming: Scratch Year 3 and Further programming with Scratch Year 4 See also School 360 for a suite of scratch resources and for children to practice their skills out of the lesson and at home. Further enrichment - Intelino from NCC loans <i>Also using IT to develop learning- AR TTRS and Spelling Shed</i>	Computing systems and networks 1 and 2 Year 5 - Search Engines - quick refresh in one lesson Year 6 - Bletchley Park and the history of computers <i>Also using IT to develop learning- AR TTRS and Spelling Shed</i>
Autumn 2:	Continuous provision: Interactive Whiteboard - School 360 - Busy Things and Dress Barnaby Bear Programming 2: Programming Bee Bots	Continuous provision: Y1 Developing last half terms skills independently. Y2 Using TTRS/ Spelling Shed / AR Programming 1: Commands unplugged (1 or 2 weeks) then Programming 2: Bee Bots Could also Introduce J2E from School 360 and Indi Sphero from NCC loans	Computing Systems and Networks 1 - Year 3 Then how to use google docs and slides - own planning a word processing project linked to a curriculum subject <i>Also using IT to develop learning- AR TTRS and Spelling Shed</i>	Programming 2: BBC micro:bit Planning to be found: Micro:bit Educational Foundation micro:bit <i>Then teacher own planning - link with cross curriculum using chromebooks - google docs and slides</i>

				<i>Also using IT to develop learning- AR TTRS and Spelling Shed</i>
Spring 1:	Continuous provision: Interactive Whiteboard -School 360 Dress Barnaby Bear and Design a Bears face Computing systems and networks 1: Using a computer Set of ipads on loan from NCC - list apps you want downloaded - timetable out across the school	Continuous Provision: Y1 Developing skills within School 360 J2E Y2 Using TTRS/ Spelling Shed / AR Skills Showcase: Rocket to the moon also use School 360 JIT Set of ipads on loan from NCC - list apps you want downloaded - timetable out across the school	Creating media: Video trailers (Previously called 'Digital literacy') Year 3 option 1 or 2 (without or with ipads) Set of ipads on loan from NCC - list apps you want downloaded - timetable out across the school	Data-handling: Mars Rover 1 Skills showcase: Mars Rover 2 <i>Also using IT to develop learning- AR TTRS and Spelling Shed</i> Set of ipads on loan from NCC - list apps you want downloaded - timetable out across the school
Spring 2:	Continuous provision: Interactive Whiteboard - School 360 Make a Dinosaur and make a space scene Computing systems and networks 2: Exploring hardware Rugged Robots -programming - loan from NCC share with class 1	Continuous Provision: Y1 Developing skills within School 360 J2E Y2 Using TTRS/ Spelling Shed / AR Programming 1: Algorithms and debugging (Year 1) Rugged Robots -programming -loan from NCC share with class 1	Creating media: Option 2 Google -Website design <i>Also using IT to develop learning- AR TTRS and Spelling Shed</i>	Stop motion animation using option 1 or 2 <i>Also using IT to develop learning- AR TTRS and Spelling Shed</i>
Summer 1:	Continuous provision: Interactive Whiteboard - School 360 Join the dots, The little red ship and the pirate ship Data handling: Introduction to data	Continuous Provision: Y1 Developing skills within School 360 J2E Y2 Using TTRS/ Spelling Shed / AR Creating Media - Digital Imagery 1 Data Handling 1 - International Space Station	Computing systems and networks 2: Emailing -option 2 using google	Computing systems & networks: Exploring AI Data Handling Big Data 1

Summer 2:	Continuous provision: Interactive Whiteboard - School 360 -JIT Turtle and any of the school 360 games that have been used this year. Introduction to online safety	Continuous Provision: Digital Imagery Data Handling 1 - International Space Station contd if needed Computing systems and networks 2: Word processing	Programming 2: Computational thinking	Data Handling 2 Programming - Exploring Python
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Please see progression of skills document for Substantive knowledge in each area:

- Computer Science
- Information Technology
- Digital Literacy