



Long Term Plan for ICT - Reception and KS1

	Autumn	Spring	Summer
Year 1	KS1- Counting Online Safety and Digital Literacy	KS1- Sorting Online Safety and Digital Literacy	KS1-Creating Media- Digital painting
2021/2022	Skill Development: Students will be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content, recognise common uses of information technology beyond school, use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		
Year 2	KS1- E-safety: staying safe on the Internet	KS1- Creating Media- digital writing	KS1- Data and information
2022/2023	Skill Development: Students will be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content, recognise common uses of information technology beyond school, use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		
Year 3	KS1- Digital Literacy & E-Safety: using a computer/devise	KS1-Programming- Moving a robot	KS1- Programming-introduction to animation
2023/2024	Skill Development: Students will be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content, recognise common uses of information technology beyond school, use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		

Key

Red = Health and Safety Consideration

ELG 1 = Children know about similarities and differences in relation to places, objects, materials and living things

ELG 2 = Children talk about the features of their own immediate environment and how environments might vary from one another

ELG 3 = Children make observations of animals and plants and explain why some things occur, and talk about changes



Long Term Plan for ICT - KS2

	Autumn	Spring	Summer
Year 1	KS2- Everyday Technology Online Safety and Digital Literacy	KS2- Key Skills Online Safety and Digital Literacy	KS2- Computer systems and networks- connecting computers
2021/2022	Skill Development: Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output, use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Students will cover computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.		
Year 2	KS2: E-safety: google with care	KS2 Creating Media- Amination	KS2- Creating Media- desktop publishing
2022/2023	Skill development: Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output, use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Students will cover computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.		
Year 3	KS2- E:-safety: Don't fall for fake	KS2 Coding: Game, boat race	KS2- Programming- Sequence in music
2023/2024	Skill development: Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output, use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Students will cover computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.		
Year 4	KS2- E-safety Know who your friends are; cyber bullying and the consequences	KS2 Programming B- Events and actions	KS2 Computing systems and networks- The internet
2024/2025	Skill development: Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output, use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Students will cover computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.		

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Long Term Plan for ICT - KS3

	Autumn	Spring	Summer
Year 1 2021/2022	KS3- Pictograms and Charts Online Safety and Digital Literacy	KS3- Sound and Music Online Safety and Digital Literacy	KS3- Computer systems and networks- Sharing information
	Skill Development: Students will design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems, understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]. Pupils will also be taught to use logical reasoning to compare the utility of alternative algorithms for the same problem, use two or more programming languages, at least one of which is textual, to solve a variety of computational problems.		
Year 2 2022/2023	KS3 E-safety: secure your secrets	KS3- Creating Media- Vector drawing	KS3- Creating Media- Video editing
	Skill Development: Students will design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems, understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]. Pupils will also be taught to use logical reasoning to compare the utility of alternative algorithms for the same problem, use two or more programming languages, at least one of which is textual, to solve a variety of computational problems.		
Year 3 2023/2024	KS3 E-safety Google: be kind	KS3- Data and information- Flat-file databases	KS3- Programming- selection of quizzes
	Skill Development: Students will design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems, understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]. Pupils will also be taught to use logical reasoning to compare the utility of alternative algorithms for the same problem, use two or more programming languages, at least one of which is textual, to solve a variety of computational problems.		

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Long Term Plan for ICT – KS4

	Autumn	Spring	Summer
Year 1	KS4- Photographs Online Safety and Digital Literacy	KS4- We Control Technology Online Safety and Digital Literacy	KS4- What is the Internet Online Safety and Digital Literacy
2021/2022	<p>Skill Development: Pupils will be taught to understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits. Students will be able to undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users</p>		
Year 2	Levels 1,2, Functional skills- Student lead guided learning hours, option choices offered: Using and Presenting using ICT, ICT in the Workplace, Using Email		
2022/2023	Finding information using ICT and the internet	Using email and CV writing	Microsoft software- creating and presenting own work
	<p>Skill Development:: Pupils will be taught to understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems. Understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits. Students will be able to undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users</p>		



Long Term Plan for ICT – KS5

	Autumn	Spring	Summer
Year 1	AIM Award- Student lead guided learning, option choices offered: Using and Presenting using ICT, ICT in the Workplace, Using Email		
2021/2022	Finding information using ICT and the internet	Using email and CV writing	Microsoft software- creating and presenting own work
	Skill Development: students will explore the use of ICT within the workplace environment, pupils will also explore the difference between different software and how this is used throughout the workplace. Online footprints will be explored, and children will be taught to understand how the interest is used safely.		
Year 2	AIM Award- Student lead guided learning, option choices offered: Using and Presenting using ICT, ICT in the Workplace, Using Email		
2022/2023	Safe searches with use of the internet- recognising reliable sources	Online safety- cyberbullying and keeping information secure	Following safe working practices when using ICT
	Skill Development: students will explore the use of ICT within the workplace environment, pupils will also explore the difference between different software and how this is used throughout the workplace. Online footprints will be explored, and children will be taught to understand how the interest is used safely.		
Year 3	AIM Award- Student lead guided learning, option choices offered: Using and Presenting using ICT, ICT in the Workplace, Using Email		
2023/2024	Programming and coding- animation	Photography and film making- use of electronic media	Online safety- online footprint, reporting and safe banking and shopping
	Skill Development: students will explore the use of ICT within the workplace environment, pupils will also explore the difference between different software and how this is used throughout the workplace. Online footprints will be explored, and children will be taught to understand how the interest is used safely.		