Fritwell Primary School Computing LTP 2019/20

Threshold concepts:

Code: developing an understanding of instructions, logic and sequences.

Connect: developing an understanding of how to safely connect with others.

Communicate: using apps to communicate one's ideas.

Collect: developing an understanding of databases and their uses.

EYFS use opportunities to fulfil the ELG requirements in each term

	Autumn term	Spring term	Summer term
EYFS	**All Around Me/Robots** Understanding where technology is used. Using technology for particular purposes.	**Wonderful World/ Transport** Understanding where technology is used. Using technology for particular purposes.	**Mini-beasts/Heroes** Understanding where technology is used. Using technology for particular purposes.
Y1/2 Sticklebacks	**Fire and Ice** Online safety Programming toys – bee bots	**No Place Like Home** Programming – Scratch Jr Paint	**Secret Garden** Using and applying Collecting data
Y2/3 Seahorses	**The Stone Age** Online safety Using and applying	**Australia** Computer art Preparing for programming	**Extinction** Programming turtle logo and scratch Collecting data
Y3/4 Stingrays	**Water** Online safety Creating databases	**A Roman Adventure** Research and communication Drawing and publishing	**Disasters** Programming turtle logo and scratch Presentation

Y5/6 Sharks	Evolve! Online safety Using and applying	Alpha and Omega Scratch – developing games Spreadsheet	Diversity 3D modelling Programming