

Computing Long Term Plan 2015 - 2016

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Using programmable toys</p> <p>Healthy food video</p> <p>Producing a talking book</p> <p>E-Safety</p>	<p>Using computers for research</p> <p>Using emails to communicate with others</p> <p>E-Safety</p>	<p>Writing computer programmes</p> <p>Fixing bugs in programmes</p> <p>E-Safety</p>	<p>Developing software</p> <p>Writing collaboratively to share information with others</p> <p>E-Safety</p>	<p>Developing an interactive game</p> <p>Cracking codes</p> <p>Fusing geometry and art</p> <p>Developing as bloggers</p> <p>Creating a virtual space</p> <p>E-Safety</p>	<p>Using market research to plan, design, code and create new apps</p> <p>To communicate through technology</p> <p>E-Safety</p>