

THOMAS EATON LONG-TERM SEQUENCE FOR COMPUTING **CYCLE A** (EYFS – Year 6)

BIG IDEAS - SUGGESTED SUBSTANTIVE CONCEPTS						
Pre-School 2-year-olds	Pre-School 3–4-year-olds	Reception	Year 1 & 2	Year 3	Year 4 & 5	Year 6
<b>Autumn Term</b>						
			Improving mouse skills.  Imagery Digital		Online Safety	Online Safety
<b>Spring Term</b>						
			Online Safety	Online Safety	Search Engines (Google)	Bletchley Park (Option 1 Google)
<b>Summer Term</b>						
			Algorithms unplugged  Bee-bots	Networks and the internet (Google)  Journey inside a computer  Video trailers (using ipads)  Programming – Scratch	Mars Rover  Stop motion animation (With camera)  Programming music (Scratch)	Big data 1  History of Computers  Introduction to Python

THOMAS EATON LONG-TERM SEQUENCE FOR COMPUTING **CYCLE B** (EYFS – Year 6)

BIG IDEAS - SUGGESTED SUBSTANTIVE CONCEPTS						
Pre-School 2-year-olds	Pre-School 3-4-year-olds	Reception	Year 1 & 2	Year 3	Year 4 & 5	Year 6
<b>Autumn Term</b>						
			Online Safety  What is a computer?	Online Safety  Networks and the internet	Online Safety  Collaborative learning (Google)	Online Safety  Bletchley Park (Google)
<b>Spring Term</b>						
			Algorithms and debugging  International Space Station	Journey inside a computer  Video trailers (using ipads)	Further coding with Scratch  Investigating weather	Big data  History of computers
<b>Summer Term</b>						
			ScratchJr	Programming: Scratch	Computational thinking	Introduction to Python