



Christ the King Catholic Voluntary Academy

Computing Long Term Plan

Substantive Concept	Definition
Computer Science	The technical design. The design of new software, the solution to computing problems and the development of different ways to use technology.
Information Technology	The technical knowledge. The design, use and understanding of hardware and software; computers and electronic systems for storing and using information.
Digital Literacy	The technical skills. The ability to use information and communication technologies to find, create, evaluate, and communicate information.

Disciplinary Concept	Definition
Code	Using and writing codes to produce instructions and algorithms; to solve problems; to test and use logic and sequences against inputs and outputs.
Connect	Being able to safely, efficiently and confidently digitally connect with others.
Communicate	Being able to safely, efficiently and confidently use apps and information technology to communicate ideas.
Collect	Being able to safely, efficiently and confidently find, evaluate, store, sort and use appropriate data.

	Computing Systems and Networks (Computer Science and information technology)	Programming (Computer Science)	Data and Information (Information technology)	Creating Media (Digital Literacy)
EYFS	Technology around us	Using a robot		Digital writing
Year 1	Technology Around Us	Moving a robot		Digital writing
Year 2	Information Technology Around Us	Robot Algorithms	Pictograms	
Year 3	Connecting Computers	Sequencing Sounds		Desktop Publishing
Year 4	The Internet	Repetition in Games	Data Logging	
Year 5	Sharing Information	Selection in Quizzes		Video Editing
Year 6	Internet Communication	Variable in Games	Introduction to Spreadsheets	

