

Coverage of Teach-computing units of work
Longnor CE Primary School
Computing



Teach Computing Taxonomy		
Abbreviation	Strand	Description
NW	Networks	Understand how networks can be used to retrieve and share information and come with associated risks
CM	Creating Media	Select and create a range of media including text, images, sounds and video.
DI	Data & Information	How is data stored, organised and used to represent real world artefacts and scenarios
DD	Design & Development	The activities involved in planning, creating and evaluating computing artefacts
CS	Computing Systems	What is a computer, how do it's constituent parts function together as a whole
IT	Impact of Technology	How individuals, systems and society as a whole interact with computer systems
AL	Algorithms	Being able to comprehend, design, create and evaluate algorithms
PG	Programming	Creating software to allow computers to solve problems
ET	Effective Use of tools	Use software tools to support computing work

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 2 (a)	Information technology around us (2.1) <i>E4CW: Identify rules to stay safe and give examples.</i> CS	Robot algorithms (2.3) AL, PG	Grouping data (1.4) <i>E4CW: Know that the work I create belongs to me. Name my work so that I know it belongs to me.</i> DI	Programming quizzes (2.6) PG, DD	Pictograms (2.4) <i>E4CW: Recognise how to say no in real life or online. Know who to share worries with. Identify rules to stay safe. Think about which personal information we should keep private.</i> DI, ET	Digital photography (2.2) <i>E4CW: Recognise some images are fake.</i> ET, CM
Class 2 (b)	Technology around us (1.1) <i>E4CW: Identify rules to stay safe and give examples. Know that the work I create belongs to me. Name work.</i> NW, CS	Digital painting (1.2) <i>E4CW: Give reasons for sharing work and explain how to share safely.</i> ET, CM	Moving a robot (1.3) AL, PG	Digital writing (1.5) <i>E4CW: Give reasons for sharing work and explain how to share safely.</i> ET, CM	Making music (2.5) <i>E4CW: Know that the work I create belongs to me.</i> CM, DD	Programming animations (1.6) PG, DD

Class 3 (a)	The internet (4.1) <i>E4CW: Judge accuracy, make own decisions that are respected by others. Explain what fake news is and how this can affect someone's emotions. Identify sponsored media.</i> NW, CS	Audio editing (4.2) <i>E4CW: Copyright and ownership</i> ET, CM	Branching databases (3.4) DI, ET	Repetition in Games (4.6) PG, DD	Data logging (4.4) <i>E4CW: Managing personal information.</i> CS, DI	Photo editing (4.5) <i>E4CW: Self-image and identity – describe ways in which people might alter images. Copyright and ownership – consider the right to use something.</i> ET, CM
Class 3 (b)	Connecting computers (3.1) <i>E4CW: Personal information and what we share online.</i> NW, CS	Stop frame animation (3.2) <i>E4CW: Managing online information and copyright/ownership.</i> ET, CM	Sequencing sounds (3.3) PG, DD	Repetition in shapes (4.3) AL, PG	Desktop publishing (3.5) <i>E4CW: Managing online information and copyright ownership.</i> ET, CM	Events and actions in programs (3.6) PG, DD

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Class 4 (a)	<p>Internet communication (6.1) <i>E4CW: Evaluate whether to share information online. Use search engines safely and effectively.</i> NW, SS</p>	<p>Webpage creation (6.2) <i>E4CW: Managing online information and copyright/ownership.</i> CM, DD</p>	<p>Variables in games (6.3) PG, DD</p>	<p>Introduction to spreadsheets (6.4) <i>E4CW: Managing information online.</i> ET, DI</p>	<p>3D modelling (6.5) <i>E4CW: Privacy and security – when creating images online ensure personal information is kept secure.</i> ET, CM</p>	<p>Sensing (6.6) PG, CS</p>
Class 4 (b)	<p>Sharing information (5.1) <i>E4CW: Assess and justify when to use work of others. Give examples of content that can be reused.</i> NW, SS</p>	<p>Video editing (5.2) <i>E4CW: Image and presentation online. How editing can alter image and how fake news can affect emotions.</i> CM, DD</p>	<p>Selection in physical computing (5.3) PG, CS</p>	<p>Flat-file databases (5.4) <i>E4CW: Managing personal information.</i> DI, ET</p>	<p>Vector drawing (5.5) <i>E4CW: Copyright issues explored when searching for images online.</i> ET, CM</p>	<p>Selection in quizzes (5.6) AL, PG</p>