

St. Mary's Catholic High School

COMPUTING YEAR 1 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 1	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR1/1(1)	YR1/2(1)	YR1/3(1)	YR1/4(1)	YR1/5(1)	YR1/6(1)	YR1/7(1)	YR1/8(1)	
	COMPUTATIONAL THINKING								
	Introduction to computers – What's a computer?	Different types of computers	Parts of computer- Hardware units	Differentiate between hardware and software	What's coding?	Introduction to programming	Basics of algorithm	Flowchart-symbols and its functions	
Term 1	YR1/9(1)	YR1/10(1)	YR1/11(1)	YR1/12(1)	YR1/13(1)	YR1/14(1)	YR1/15(1)	YR1/16(1)	
	KEYBOARD SKILLS				OUR AMAZING WORLD				
	Keyboard Skills - Working with alphabets	Typing sentences	Keyboard skills – working with numbers	Typing Simple words using the keyboard	Using word bank	Virtual Experiments	Virtual experiments- Growing Plants	Virtual experiments- Sound and Hearing	
YEAR 1	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 2	YR1/17(1)	YR1/18(1)	YR1/19(1)	YR1/20(1)	YR1/21(1)	YR1/22(1)	YR1/23(1)	Yr1/24(1)	
	GRAPHICS WORLD							HANDLING DATA	
	Introduction to Paint- Identifying Paint tools	Drawing using Paint	Use of geometrical shapes and applying colors	Creating a picture using shapes	Introducing Tux Paint tools	Drawing using straight lines	Creativity in coloring pictures	Use of Pictogram	
Term 2	YR1/25(1)	YR1/26(1)	YR1/27(2)		YR1/28(1)	YR1/29(1)	YR1/30(1)	YR1/31(1)	
	HANDLING DATA				COMPUTATIONAL THINKING				
	Collecting information for a pictogram	Entering information into a pictogram	Making your own Pictogram	Making your own pictogram	Introduction to Scratch Programming	Scratch tools	Instructions- Following instructions	Different types of instructions	

COMPUTING YEAR 2 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR2 /1(1)	YR2 /2(1)	YR2/3(1)	YR2/4(1)	YR2/5(1)	YR2/6(1)	YR2/7(1)	YR2/8(1)	
	GRAPHICS WORLD								
	Introduction to Tux Paint	Drawing using TuxPaint	Use of tools and magic tools	Coloring images	Shapes and Colours	Straight lines	Making Pictures and background	Drawing using geometrical shapes and typing text	

Term 1	YR2/9(1)	YR2/10(1)	YR2/11(1)	YR2/12(1)	YR2/13(1)	YR2/14(1)	YR2/15(1)	YR2/16(1)
	COMPUTATIONAL THINKING							
	What is an algorithm?	Creating an algorithm	Algorithmic Notations-A flow chart	Algorithms in your life	What is coding?	What is scratch?	Working with sprites	Choosing a sprite -Paint a sprite
YEAR 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR2/17(1)	YR2/18(1)	YR2/19(1)	YR2/20(1)	YR2/21(1)	YR2/22(1)	YR2/23(1)	YR2/24(1)
	COMPUTATIONAL THINKING			KEYBOARD SKILLS				
	Simple script	Script for new looks	TuxTyping-Alphabets	Typing numbers	Typing medium,long, short words	Working with word processor	Typing simple words	Typing a simple poem
Term 2	YR2/25(1)	YR2/26(1)	YR2/27(1)	YR2/28(1)	YR2/29(1)	YR2/30(1)	YR2/31(1)	YR2/32(1)
	KEYBOARD SKILLS		OUR AMAZING WORLD			HANDLING DATA		
	Creating your own poem	Making a story-Telling a story	Virtual experiments-Health and Growth	Plants and animals-Variation	Virtual experiments-Forces and Movement	Pictograms to answer questions	Creating a simple Pictogram	Use of special characters and numbers-TuxMath
COMPUTING YEAR 3 LONG TERM PLAN with CURRICULUM STANDARDS								
YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR3/1(1)	YR3/2(1)	YR3/3(1)	YR3/4(1)	YR3/5(1)	YR3/6(1)	YR3/7(1)	YR3/8(1)
	MS WORD-WORD PROCESSING SKILLS							
	Creating images in MS Word	Font in MS Word	Paragraph in MS Word	Improving text	Font and Paragraph	Creating Tables	Adding Pictures	Creating a magazine using image editing tools
Term 1	YR3/9(1)	YR3/10(1)	YR3/11(1)	YR3/12(1)	YR3/13(1)	YR3/14(1)	YR3/15(1)	YR3/16(1)
	COMPUTATIONAL THINKING				OUR AMAZING WORLD			
	Problem Solving-Algorithms	Sequencing an Algorithm	Introduction to Flowchart	Algorithms and Flowcharts	Error identification and Correction in Algorithms	Exploring real life Events-Planting a Seed	Virtual Experiments-Sounds and Hearing	Virtual Experiments-Plants and Animals and Sound Circus ,Lights and shadows
YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR3/17(1)	YR3/18(1)	YR3/19(1)	YR3/20(1)	YR3/21(1)	YR3/22(1)	YR3/23(1)	YR3/24(1)
	DATA HANDLING-SPREADSHEET SKILLS			DB SKILLS		COMPUTATIONAL THINKING		

Term 2	Introduction to Spreadsheet	Creating charts in Spreadsheet	Creating Tables in Spreadsheet	Introduction to Database Management	Getting started with scratch-First scratch Project	Coding With scratch-Choosing Sprite direction and applying motion	Introducing Loops	Simple Animation
	YR3/25(1)	YR3/26(1)	YR3/27(1)	YR3/28(1)	YR3/29(1)	YR3/30(1)	YR3/31(1)	YR3/32(1)
Term 2	GRAPHICS WORLD	LOGIC REASONING SKILLS-TUX MATH		COMMUNICATION AND NETWORKS				
	Working with Paint Tools	Introducing Tux Math	Tux Paint- Creating an image	Internet	Online Services	Email	Computer Hardware and Software	E-Safety
COMPUTING YEAR 4 LONG TERM PLAN with CURRICULUM STANDARDS								
YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR4/1(1)	YR4/2(1)	YR4/3(1)	YR4/4(1)	YR4/5(1)	YR4/6(1)	YR4/7(1)	YR4/8(1)
	WORD PROCESSING							COMPUTATIONAL THINKING
	MS Word- Paragraph	Word Processing-Text Wrapping and Alignments	Word Processing-Merge,Split,Gridlines,Borders and Shading	Creating sequence of Events using - Copy, Cut and Paste	Improving text-Spell check	Graphics using editing tools	Creating Newspaper Layout	Algorithm-Solving a Problem
Term 1	YR4/9(1)	YR4/10(1)	YR4/11(1)	YR4/12(1)	YR4/13(1)	YR4/14(1)	YR4/15(1)	YR4/16(1)
	COMPUTATIONAL THINKING				DATABASE MANAGEMENT SKILLS			SPREADSHEET
	Error debugging in an Algorithm	Flowchart- Symbols and Notations	Flowchart from Algorithm	More on Flowchart and Algorithm	Structure and Data types	Tables in database	Sorting	Spreadsheet Structure and Arithmetic operations
YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR4/17(1)	YR4/18(1)	YR4/19(1)	YR4/20(1)	YR4/21(1)	YR4/22(1)	YR4/23(1)	YR4/24(1)
	DATA HANDLING-SPREADSHEET SKILLS			COMPUTATIONAL THINKING				GRAPHICS
	Generating a calendar	Types of Graphs in Spreadsheet	Scratch- Basics of Coding	Implementing loops in Scratch(If-Then)	Implementing loops in Scratch(If-Then-Else,Forever)	Coding for animation	Working with Math operators	Introduction to Paint-Copying and Resizing
Term 2	YR4/25(1)	YR4/26(1)	YR4/27(1)	YR4/28(1)	YR4/29(1)	YR4/30(1)	YR4/31(1)	YR4/32(1)
	GRAPHICS	LOGICAL SKILLS	OUR AMAZING WORLD		COMMUNICATIONS AND NETWORKS			
	Creating repeated patterns using Symmetric tool	Practising TuxMath-Logical skills	Virtual Experiments-Looking after your teeth	Virtual Experiments-Changing Solids	Email	Impacts of Networks	E-Safety, Methods to stay online Safe	E-Safety-Social Impacts of Networks

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COMPUTING YEAR 5 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR5/1(1)	YR5/2(1)	YR5/3(1)	YR5/4(1)	YR5/5(1)	YR5/6(1)	YR5/7(1)	YR5/8(1)
	<i>ALGORITHMS</i>				<i>PROGRAMMING AND DEVELOPMENT</i>			
	Interpretation and Applications	Step by step instructions	Error Correction in an Algorithm	Representation of an algorithm	Introduction to Programming and Development	Variables in Python	Coding for a user input	Fixing Errors
Term 1	YR5/9(1)	YR5/10(1)	YR5/11(1)	YR5/12(1)	YR5/13(1)	YR5/14(1)	YR5/15(1)	YR5/16(1)
	<i>WORD PROCESSING SKILLS</i>				<i>DATABASE MANAGEMENT SKILLS</i>			
	Advanced Features in MS Word	Text Wrapping	Tables-Alignment of Text	More on Tables	Database Elements	Database in MS Access	Table Creation-Design view/Datasheet view	Sorting & Filter using single field

YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR5/17(1)	YR5/18(1)	YR5/19(1)	YR5/20(1)	YR5/21(1)	YR5/22(1)	YR5/23(1)	YR5/24(1)
	<i>SPREADSHEET SKILLS</i>				<i>PRESENTATION SKILLS</i>			<i>GRAPHICS</i>
	Basic Structure	Creating Charts/Graphs	Basic formulae for arithmetic operations	Basic Functions	Introduction to Presentation	Animation and Transition Effects	Tables and Charts in presentation	Creating images using graphical skills
Term 2	YR5/25(1)	YR5/26(1)	YR5/27(1)	YR5/28(1)	YR5/29(1)	YR5/30(1)	YR5/31(1)	YR5/32(1)
	<i>GRAPHICS</i>	<i>COMPUTATIONAL THINKING</i>	<i>COMMUNICATIONS AND NETWORKS</i>				<i>E-SAFETY</i>	
	Using Image editing tool	Introduction to Scratch	Input and Output peripheral	Software Applications	Methods to Secure data and personal information	Communications and Networks-Communication of digital devices	File Handling	Forms of Attacks

COMPUTING YEAR 6 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR6/1(2)	YR6/2(2)	YR6/3(2)	YR6/4(2)	YR6/5(2)	YR6/6(2)	YR6/7(2)	YR6/8(2)
	<i>ALGORITHMS</i>				<i>PROGRAMMING AND DEVELOPMENT</i>			
	Definition of an Algorithm	Creation and	Identifying and	More on	Introduction to Programming	Data types and Programming	Coding in Python	Locating and Fixing

	Definition of an Algorithm	Decomposition	Debugging Errors	Algorithms	and Development	Programming fundamentals	Coding in Python	Errors
Term 1	YR6/9(2)	YR6/10(2)	YR6/11(2)	YR6/12(2)	YR6/13(2)	YR6/14(2)	YR6/15(2)	YR6/16(2)
	WORD PROCESSING SKILLS			DATABASE MANAGEMENT SKILLS			SPREADSHEET SKILLS	
	Paragraph and Font Formatting	Formatting Tables	Different Document Types	Structure and Data type	Creating Database and Table	Sorting and Search/Query	Spreadsheet Elements	Formulae for Arithmetic Operators
YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR6/17(2)	YR6/18(2)	YR6/19(2)	YR6/20(2)	YR6/21(2)	YR6/22(2)	YR6/23(2)	YR6/24(2)
	PRESENTATION SKILLS			GRAPHICS	FILE HANDLING	HW&SW	COMMUNICATIONS AND NETWORKS	
	Functions-AVERAGE	Creating Slides	Hyperlinks in Presentation	Image editing tools to create an image	Handling Files	Selection of software and digital devices	Impacts of Networks	Stay Safe Online
Term 2	YR6/25(2)	YR6/26(2)	YR6/27(2)	YR6/28(2)	YR6/29(2)	YR6/30(2)	YR6/31(2)	YR6/32(2)
					BIGGER PICTURE		INFORMATION TECHNOLOGY	
	Content, Contact and Conduct	Online Communities	Online Services	Handling Information	Impacts of technology	More on technologies	Features of Software Applications	More on Information Technology

COMPUTING YEAR 7 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR7/1.1(2)	YR7/1.2(2)	YR7/1.3(2)	YR7/1.4(2)	YR7/1.4(2)	YR7/1.5(2)	YR7/4.1(2)	YR7/4.2(2)
	COMPUTATIONAL THINKING						INTRODUCING PYTHON	
	Computational thinking	Pattern recognition	Flowcharts	Selection	If ...then...else statement	Loops	Introduction to Python	Create & run a program
Term 1	YR7/4.3(2)	YR7/4.4(2)	YR7/4.5(2)	YR7/4.5(2)	YR7/2.1(2)	YR7/2.2(2)	YR7/2.3-2.4(2)	YR7/2.5-2.6(2)
	INTRODUCING PYTHON				APP INVENTOR			
	Variables in a program	Plan a process	Relational operator	Mathematical/ Logical operator	Design touchscreen interface	Create program code	Reset button & display image	Password & testing
YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8

YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR7/5.1(2)	YR7/5.2(2)	YR7/5.3(2)	YR7/5.4(2)	YR7/5.5(2)	YR7/6.1(2)	YR7/6.2(2)	YR7/6.3(2)
	INFORMATION TECHNOLOGY					CREATIVE COMMUNICATION		
	Understanding Input devices	Identifying output and storage devices	Understanding Software	Connecting Computers together	Staying safe on the Internet and watch out	Starting HTML	Using tags	Formatting Text
Term 2	YR7/6.4(2)	YR7/6.5 - 6.6(4)		YR7/3.1 - 3.2(2)	YR7/3.3(2)	YR7/3.4(2)	YR7/3.5(2)	YR7/3.6(2)
	CREATIVE COMMUNICATION			DATA AND THE CPU				
	Designing your webpage	Creating a webpage and Editing a webpage		About computers and its storage capacity	From Decimal to Binary	Counting in Binary	Using codes	The Codes Computer use
COMPUTING YEAR 8 LONG TERM PLAN with CURRICULUM STANDARDS								
YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR8/1.1(2)	YR8/1.2(2)	YR8/1.3(2)	YR8/1.5(2)	YR8/1.5(2)	YR8/1.4(2)	YR8/1.4(2)	YR8/1.6(2)
	COMPUTATIONAL THINKING							
	Computational thinking to solve a problem	Using Pseudocode	Abstraction & Exhaustive Search Algorithm	Serial search	Binary Search	Insertion Sort	Bubble Sort	Greedy Algorithm
Term 1	YR8/4.3(2)	YR8/4.4(2)	YR8/4.5(2)	YR8/4.5(2)	YR8/2.1(2)	YR8/2.2(2)	YR8/2.3-2.4(2)	YR8/2.5-2.6(2)
	DATA AND THE CPU							
	Bits,bytes and base2	Adding in binary	Measuring computer memory	Digital images	Data representation - colours	Image quality	Revision on binary search and greedy algorithm	Revision on insertion sort and bubble sort
YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR8/5.1(2)	YR8/5.2(2)	YR8/5.3(2)	YR8/5.4(2)	YR8/5.5(2)	YR8/6.1(2)	YR8/6.2(2)	YR8/6.3(2)
	INTRODUCING PYTHON							
	Introducing Python(variables/datatypes/Arithmetic operators)	Validate input using if	Repeat using for loop	Repeat using for loop	Exit condition using while loop	Exit condition using while loop	Make a list	Find the largest value in the list
Term 2	YR8/6.4(2)	YR8/6.5(2)	YR8/6.5(2)	YR8/3.1 - 3.2(2)	YR8/3.3(2)	YR8/3.4(2)	YR8/3.5(2)	YR8/3.6(2)
	INFORMATION TECHNOLOGY	CREATIVE COMMUNICATION						
	*Connecting to the internet & Hardware and protocols for the Internet							

Te	the Internet *Sending data & Searching the web *Narrowing your search & Following your route online	Plan your project	Structuring a web page	Creating HTML links, Adding Images	Formative Features using Microsoft Excel	Creating graph using Microsoft Excel	Revision - For loop	Revision - While loop
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