

St. Mary's Catholic High School(2026-2027)										
COMPUTING YEAR 2 LONG TERM PLAN with CURRICULUM STANDARDS										
YEAR 2	WEEK 1 - Aug last week and Sept 1st Week	WEEK 2 - Sep 2nd Week	WEEK 3 - Sep 3rd Week	WEEK 4 - Sep 4th Week	WEEK 5 - Sep 5th Week and Oct 1st Week	WEEK 6 - Oct 2nd Week	WEEK 7 - Oct 4th Week	WEEK 8 - Oct 5th Week	WEEK 9 - Oct 5th Week	WEEK 10 - Nov 2nd Week
Term 1	UNIT 1- ONLINE SERVICES					UNIT - 2 DIGITAL CREATIVITY				
	Online and offline shopping	Finding , saving , cropping and editing digital pictures	Digital footprint and online safety motto	Creating a poster using a software	Designing a poster about online safety	What's a green screen and its applications ?	Using a storyboard to plan your video	Writing a script and preparing background	Creating a green screen video	Recap on digital creativity / Writing a script
YEAR 2	WEEK 11 - Dec 1 and 2rd Week	WEEK 12 - Jan 1st Week	WEEK 13 - Jan 2nd Week	WEEK 14 - Jan 3rd Week	WEEK 15 - Jan 4th Week	WEEK 16 - Feb 1st Week	WEEK 17 - Feb 2nd Week	WEEK 18 - Feb 3rd Week	WEEK 19 - Feb 4th Week	WEEK 20 - March 1st Week
Term 2	UNIT 3 - ORGANISING AND PRESENTING				UNIT 4 - SCREEN PROGRAMMING					
	What is a Powerpoint presentation?/Saving and opening a presentation	Features of a presentation report	Creating a mini presentation	Formatting your presentation	What makes a good algorithm?	Introducing Scratch Programming	Programming challenges	Backwards programming - Debugging	How to add characters?	Planning a project using a storyboard/Creating a program
YEAR 2	WEEK 21 - March 3rd Week	WEEK 22 - March 4th and 5th and April 1st Week	WEEK 23 - April 3rd Week	WEEK 24 - April 4th Week	WEEK 25 - April 5th Week	WEEK 26 - May 1st Week	WEEK 27 - June 1st Week	WEEK 28 - June 3rd Week	WEEK 29 -June 3rd Week	WEEK 30 - June 4th Week
Term 2	UNIT 5 - TURTLE WORLD					UNIT 6 - NETWORKS				
	Recap on Scratch programming	What is floor programming?	How to use floor turtle?Designing a map	How to map floor turtle around a map or in an obstacle?	Programming a turtle, Plotting a journey with turtle/Creating words using routes, Planning the best route - Using a turtle	Recap on floor turtle programming	What is a network?Using software to draw a network	How do mobile phones work?What is a satellite network?	Understanding satellite networks	Making and presenting a model of network and adding labels
COMPUTING YEAR 3 LONG TERM PLAN with CURRICULUM STANDARDS										
YEAR 3	WEEK 1- Aug last and Sept 1st week	WEEK 2 - Sep 2nd Week	WEEK 3 - Sep 3rd Week	WEEK 4 - Sep 4th Week	WEEK 5 -Sep 5th Week and Oct 1st Week	WEEK 6 - Oct 2nd Week	WEEK 7 - Oct 4th Week	WEEK 8 - Oct 5th Week	WEEK 9 - Oct 5th Week	WEEK 10 - Nov 2nd Week
TERM 1	UNIT 1- THE WORLD WIDE WEB				UNIT - 2 PODCASTS			UNIT - 3 KEEPING MYSELF SAFE		
	What is the world wide web?Using a search engine	Taking notes from world wide web/Formatting text	Non-chronological report making	Presentation skills	What is a podcast?/Recording a podcast jingle	Planning and recording an interview	Planning and recording a news report podcast	Keeping a device diary	Creating a document about online safety	Recap on presentation skills / Podcast
YEAR 3	WEEK 11 - Dec 1 and 2nd Week	WEEK 12 - Jan 1st Week	WEEK 13 - Jan 2nd Week	WEEK 14 - Jan 3rd Week	WEEK 15 - Jan 4th Week	WEEK 16 - Feb 1st Week	WEEK 17 - Feb 2nd Week	WEEK 18 - Feb 3rd Week	WEEK 19 - Feb 4th Week	WEEK 20 - March 1st Week
TERM 2	KEEPING MYSELF SAFE		UNIT- 4 ALGORITHMS AND PROGRAMMING - PART 1					UNIT - 5 ALGORITHMS AND PROGRAMMING - PART 2		
	Introduction to comics	Making a comic about being kind - Using MS word	Reviewing algorithms	Scratch introduction/Using algorithms	Programming a sprite/Using keyboard input	Planning and making your maze game	Play testing your maze game	Creating and drawing 2D shapes algorithms	Creating custom blocks in Scratch	Sequencing of instructions
YEAR 3	WEEK 21 - March 3rd Week	WEEK 22 - March 4th and 5th and April 1st Week	WEEK 23 - April 3rd Week	WEEK 24 - April 4th Week	WEEK 25 - April 5th Week	WEEK 26 - May 1st Week	WEEK 27 - June 1st Week	WEEK 28 - June 3rd Week	WEEK 29 - June 3rd Week	WEEK 30 - June 4th Week
TERM 2	ALGORITHMS AND PROGRAMMING - PART 2				UNIT 6 - MANAGING MY DIGITAL WORLD					
	Recap on Screen programming	Design a turtle program using scratch	Debugging a program using Scratch	Creating repeating algorithms using 2D shapes	Importance of files and folders	Recap on turtle programming	Managing files and folders	Introduction to online and offline storage	Keeping your data safe	Creating a digital diagram
COMPUTING YEAR 4 LONG TERM PLAN with CURRICULUM STANDARDS										
YEAR 4	WEEK 1- Aug last and Sept 1st week	WEEK 2 - Sep 2nd Week	WEEK 3 - Sep 3rd Week	WEEK 4 - Sep 4th Week	WEEK 5 -Sep 5th Week and Oct 1st Week	WEEK 6 - Oct 2nd Week	WEEK 7 - Oct 4th Week	WEEK 8 - Oct 5th Week	WEEK 9 - Oct 5th Week	WEEK 10 - Nov 2nd Week
TERM 1	UNIT 1- ONLINE SAFETY					UNIT - 2 SEARCHING AND COMPARING				
	Explaining e-safety/What is cyberbullying?Explore what cyberbullying looks like	Creating a green screen video about cyberbullying	Cropping and merging scenes on your green screen application	Planning a recording script , Designing the backdrop for green screen video	Recording a green screen video	Reliability of online source	Creating and editing a table in MS Word	Using more complex search techniques	Planning a research project using search engine/Presenting your research	Recap on online safety / Cyberbullying

YEAR 4	WEEK 11 - Dec 1 and 2nd Week	WEEK 12 - Jan 1st Week	WEEK 13 - Jan 2nd Week	WEEK 14 - Jan 3rd Week	WEEK 15 - Jan 4th Week	WEEK 16 - Feb 1st Week	WEEK 17 - Feb 2nd Week	WEEK 18 - Feb 3rd Week	WEEK 19 - Feb 4th Week	WEEK 20 - March 1st Week
TERM 2	UNIT 3 - DESKTOP PUBLISHING				UNIT 4 -PROGRAMMING (PART-1)					UNIT-5 GRAPHICS MANIPULATION AND COPYRIGHT
	Recognising the features of a news article/Using textboxes ,Creating and formatting	Using appropriate images in news article	Inserting and manipulating images and shapes ,Planning a news article	Adding layers to and grouping objects , Drafting and creating a news article	Understanding what an algorithm is , Use sequencing to create accurate algorithms	Writing programs following a set of rules ,predicting the outcome of a program	Understanding repetition in an algorithm , Repetitions in Scratch	Recognising and using nested loops within an algorithm	Creating your own flower patterns	Understanding digital images ,Creating pixel artwork , Graphic file formats
YEAR 4	WEEK 21 - March 3rd Week	WEEK 22 - March 4th and 5th and April 1st Week	WEEK 23 - April 3rd Week	WEEK 24 - April 4th Week	WEEK 25 - April 5th Week	WEEK 26 - May 1st Week	WEEK 27 - June 1st Week	WEEK 28 - June 3rd Week	WEEK 29 - June 3rd Week	WEEK 30 - June 4th Week
TERM 2	UNIT 5 - GRAPHICS MANIPULATION AND COPYRIGHT				UNIT 6 - PROGRAMMING (PART - 2)					
	Recap on news articles/ Repetition in Scratch programming	Formatting an image,Searching an image	What are filters?What is a copyright?	Designing and creating a magazine cover	Understanding and using conditional actions in Scratch	Recap on formatting /Designing magazine cover	Using conditional switches in Scratch/Conditions that stop a repeated action	Creating a simple game in Scratch	Using conditional selection , Conditional loops , Collision detection in game	Planning your scratch game/Creating your maze game
COMPUTING YEAR 5 LONG TERM PLAN with CURRICULUM STANDARDS										
YEAR 5	WEEK 1 - Aug last week and Sept 1st Week	WEEK 2 - Sep 2nd Week	WEEK 3 - Sep 3rd Week	WEEK 4 - Sep 4th Week	WEEK 5 - Sep 5th Week and Oct 1st Week	WEEK 6 - Oct 2nd Week	WEEK 7 - Oct 4th Week	WEEK 8 - Oct 5th Week	WEEK 9 - Oct 5th Week	WEEK 10 - Nov 2nd Week
Term 1	STOP MOTION ANIMATION AND GREEN SCREEN			PROGRAMMING (PART 1)			NETWORKS AND THE INTERNET			
	What makes a good animation? Researching well known animators/Planning your animation	Storyboarding your animation Getting your backgrounds ready/ Collecting and making your characters and props	Editing your animation and adding sound/Creating an invitation to your screening	Understanding IF and THEN conditional statements/Using conditions to start an action in scratch/Using 'IF... THEN... ELSE...' blocks in scratch	Using nested conditions/Breaking down a project	Creating a game (Part 1-3) /Writing instructions for your game	What are physical networks? Major developments in communication /Finding about network	Making a model network/Service provided by the internet	How do search engine works?/ Using an advanced Method	Recap of Networks and the Internet
YEAR 5	WEEK 11 - Dec 1 and 2nd Week	WEEK 12 - Jan 1st Week	WEEK 13 - Jan 2nd Week	WEEK 14 - Jan 3rd Week	WEEK 15 - Jan 4th Week	WEEK 16 - Feb 1st Week	WEEK 17 - Feb 2nd Week	WEEK 18 - Feb 3rd Week	WEEK 19 - Feb 4th Week	WEEK 20 - March 1st Week
Term 2	ONLINE SECURITY				PROGRAMMING (PART 2)					
	Introduction to Online Security	Criminal Uses of the Internet /Phishing scams/How to spot a fake website?	Keeping secure/Choosing good password What is biometric security?	Online security report/Presenting your report about online security/Creating an advert	Recapping conditional statements and loops Modifying and user testing algorithms	Developing your algorithm into code	Planning an interactive game/ Creating your game	Planning a diving game/ Creating original art work	Adding complexity to your game	Completing your game and giving feedback
YEAR 5	WEEK 21 - March 3rd Week	WEEK 22 - March 4th and 5th and April 1st Week	WEEK 23 - April 3rd Week	WEEK 24 - April 4th Week	WEEK 25 - April 5th Week	WEEK 26 - May 1st Week	WEEK 27 - June 1st Week	WEEK 28 - June 3rd Week	WEEK 29 -June 3rd Week	WEEK 30 - June 4th Week
Term 2	SPREADSHEETS									
	Recap on Programming(Part 2)	Introduction to Spreadsheet, How to use a spreadsheet?	Formatting a spreadsheetUsing spreadsheet to make calculations	Creating a chart, Recording the result of an experiment	Analysing the data from your experiment, Displaying the result of an experiment Party planner spreadsheet	Recap of spreadsheet table creation and chart	Spreadsheet Calculations	Spreadsheet Calculations	Using formulas in spreadsheet	Calculations using Functions
COMPUTING YEAR 6 LONG TERM PLAN with CURRICULUM STANDARDS										
YEAR 6	WEEK 1 - Aug last week and Sept 1st Week	WEEK 2 - Sep 2nd Week	WEEK 3 - Sep 3rd Week	WEEK 4 - Sep 4th Week	WEEK 5 - Sep 5th Week and Oct 1st Week	WEEK 6 - Oct 2nd Week	WEEK 7 - Oct 4th Week	WEEK 8 - Oct 5th Week	WEEK 9 - Oct 5th Week	WEEK 10 - Nov 2nd Week
Term 1	DATABASES				PROGRAMMING (PART 1)			NETWORKS IN SOCIETY		
	Looking at ways to store information/Creating a data table and running basic queries	Using spreadsheet software to work with a single table database/Investigating the use of databases in school	Investigating the use of databases outside school/Investigating database management systems	Searching online databases/Carrying out an online research project	Introduction to writing algorithms/Creating algorithm using loops/Programming a solution to a problem that contains loops(part 1 & 2)	Creating a 'frogger' – style game/Creating movement of game objects, including forever loops	Using if... then... in a game to add interaction/Using a variable to create a scoreboard/Alpha and beta testing a game/Completing a game and review your learning	The impacts of technology/The impact of technology on information service/Planning a research project	Analysing your research into technology/Presenting a research-based project/A class survey on the social impact of technology	Recap of social impact of technology
YEAR 6	WEEK 11 - Dec 1 and 2nd Week	WEEK 12 - Jan 1st Week	WEEK 13 - Jan 2nd Week	WEEK 14 - Jan 3rd Week	WEEK 15 - Jan 4th Week	WEEK 16 - Feb 1st Week	WEEK 17 - Feb 2nd Week	WEEK 18 - Feb 3rd Week	WEEK 19 - Feb 4th Week	WEEK 20 - March 1st Week
Term 2	NETWORKS IN SOCIETY	VIDEO EDITING			HEALTH AND SAFETY					
	The benefits of physical social networking/Online social networking/Staying safe on the social networking sites/Presenting your code of conduct	Staging On screen/ Using Sound/ Good use of Text/ Planning a Short video	Planning each screen/Shooting a video/Final shooting/Video editing	Review and final edit/Safe and responsible use of videos	Main features of computer devices/Can you get an injury from using digital devices?	Planning your video about using digital devices safely/Filming and editing your video	Digital devices and the environment	The life cycle of a smartphone/Reducing e-waste	Planning a leaflet	Completing the leaflet on e-waste, presenting it and receiving feedback
YEAR 6	WEEK 21 - March 3rd Week	WEEK 22 - March 4th and 5th and April 1st Week	WEEK 23 - April 3rd Week	WEEK 24 - April 4th Week	WEEK 25 - April 5th Week	WEEK 26 - May 1st Week	WEEK 27 - June 1st Week	WEEK 28 - June 3rd Week	WEEK 29 -June 3rd Week	WEEK 30 - June 4th Week
Term 2	PROGRAMMING (PART 2)									
	Recap of Health and safety	Designing, testing, repurposing and algorithm	Creating an algorithm using loops	Programming an algorithm that contains variables/Repurposing an algorithm/ Programming a timer	Writing an algorithm to draw 2d shapes/ Modifying a program to create multiple shapes on screen	Recap of drawing shapes to represent an object	Drawing shapes using coordinates and repurposing your program	Recap of creating a scratch project	create a poster	Create a presentation

COMPUTING YEAR 7 LONG TERM PLAN with CURRICULUM STANDARDS										
YEAR 7	WEEK 1 - Aug last week and Sept 1st Week	WEEK 2 - Sep 2nd Week	WEEK 3 - Sep 3rd Week	WEEK 4 - Sep 4th Week	WEEK 5 - Sep 5th Week and Oct 1st Week	WEEK 6 - Oct 2nd Week	WEEK 7 - Oct 4th Week	WEEK 8 - Oct 5th Week	WEEK 9 - Oct 5th Week	WEEK 10 - Nov 2nd Week
Term 1	SAFE PRACTICE					RESPONSIBLE PRACTICE			CONNECTIVITY AND THE INTERNET	
	The Internet and the WWW	Presentation based on projects	Creating a storyboard for presentation/ Internet research	Building a presentation/ Presentation interactivity	The importance of password/ Adapting a presentation for a new audience	Copyright/ Document Layout / Legal and illegal use of content/ Document page design	Working safely in the cloud/ Combine text and graphics	Research a newsletter/ Distributing digital documents	Wired and wireless networks / Wired connections/ Mobile internet access / Satellite communication	Recap of research a newsletter/Distributing digital documents
YEAR 7	WEEK 11 - Dec 1 and 2rd Week	WEEK 12 - Jan 1st Week	WEEK 13 - Jan 2nd Week	WEEK 14 - Jan 3rd Week	WEEK 15 - Jan 4th Week	WEEK 16 - Feb 1st Week	WEEK 17 - Feb 2nd Week	WEEK 18 - Feb 3rd Week	WEEK 19 - Feb 4th Week	WEEK 20 - March 1st Week
Term 2	PROGRAMMING PART 1				CONNECTIVITY AND THE INTERNET / PROGRAMMING PART 1				BINARY	
	An introduction to programming	Using Operators	Using Arithmetic operators in Python programs	Using Arithmetic operators in Python programs	Comparing web browsers / An Introduction to programming (Recap) / Using operators (Recap)	Comparing search engines / BIDMOS	Creating well presented documents	Relational operators	Binary representation	Sorting algorithms
YEAR 7	WEEK 21 - March 3rd Week	WEEK 22 - March 4th and 5th and April 1st Week	WEEK 23 - April 3rd Week	WEEK 24 - April 4th Week	WEEK 25 - April 5th Week	WEEK 26 - May 1st Week	WEEK 27 - June 1st Week	WEEK 28 - June 3rd Week	WEEK 29 -June 3rd Week	WEEK 30 - June 4th Week
Term 2	INTERNET PROTOCOL AND BINARY / PROGRAMMING PART 1 AND 2					REVISION	PYTHON PROGRAMMING			
	Recap on operators and BIDMAS	Converting from binary to denary / Data types and converting data	Converting from denary to binary / String concatenation	ASCII and Unicode / string methods	String methods, Subprograms	Recap on conversion(binary to denary and denary to binary)	Using operators in Python programs	Using operators in Python programs	Apply BODMAS and Logical operators	Various IF statement for given task(Using simple if, if...else)
COMPUTING YEAR 8 LONG TERM PLAN with CURRICULUM STANDARDS										
YEAR 8	WEEK 1 - Aug last week and Sept 1st Week	WEEK 2 - Sep 2nd Week	WEEK 3 - Sep 3rd Week	WEEK 4 - Sep 4th Week	WEEK 5 - Sep 5th Week and Oct 1st Week	WEEK 6 - Oct 2nd Week	WEEK 7 - Oct 4th Week	WEEK 8 - Oct 5th Week	WEEK 9 - Oct 5th Week	WEEK 10 - Nov 2nd Week
Term 1	BINARY AND ONLINE GRAPHICS					DATA ON THE WEB				REVISION
	Vector graphics/Creating a vector graphic	Vector graphics/Creating a vector graphic	Bitmaps/Comparing binary and bitmaps/Binary and pixels	Colour depth and binary representation/Digital images properties	Binary addition	Bits, bytes and nibbles/Binary and Denary	Storage capacity / Creating a power of calculator	Internet Bandwidth /Creating a bandwidth calculator	Compression / Run Length Encoding	Recap on binary(bits, bytes, and nibbles/binary and denary)
YEAR 8	WEEK 11 - Dec 1 and 2rd Week	WEEK 12 - Jan 1st Week	WEEK 13 - Jan 2nd Week	WEEK 14 - Jan 3rd Week	WEEK 15 - Jan 4th Week	WEEK 16 - Feb 1st Week	WEEK 17 - Feb 2nd Week	WEEK 18 - Feb 3rd Week	WEEK 19 - Feb 4th Week	WEEK 20 - March 1st Week
Term 2	PROCESSING DATA					ANALYSING DATA				
	Spreadsheet formulas and functions	Spreadsheet formulas and functions	Computer Hardware	Spreadsheet formulas and functions	Wearable technology	Presenting data in an informative way	Spreadsheet modelling	Environmental impact of technology/Advanced spreadsheet functions	Social Media/Use of selection in algorithm	Knowledge, data and information/Use of selection in algorithm
YEAR 8	WEEK 21 - March 3rd Week	WEEK 22 - March 4th and 5th and April 1st Week	WEEK 23 - April 3rd Week	WEEK 24 - April 4th Week	WEEK 25 - April 5th Week	WEEK 26 - May 1st Week	Week 27 - June 1st Week	Week 28 - June 3rd Week	WEEK 29 -June 3rd Week	WEEK 30 - June 4th Week
Term 2	PROGRAMMING									
	Recap on processing data/Spreadsheet formulas and functions	Programming errors	Sequencing and iteration algorithms	Using Arithmetic operators in Python programs	Various IF statements (Using Elif and Nested if), Find the output using Elif and Nested if / Using Lists in Python program	Recap on various IF statements	Using various operators in Python programs	Using various operators in Python programs	Various IF statement for given task(Using simple if, if...else)	Find the output for the given Python code using simple if, if...else