# South Hill school Computing LTP – 'NCCE - Teach Learning'

| Golden Threads | Computing Systems and Networks | Data and Information | Programming | | Creating Media | |
|---|---|---|---|---|---|---|
| | Autumn 1 | Autumn 2 | Spring1 | Spring 2 | Summer 1 | Summer 2 |
| Online Safety | Privacy and Security (see online safety LTP) | | Health and Wellbeing (see online safety LTP) | | Online Bullying (see online safety LTP) | |
| **EYFS**<br><br>Building blocks for the NCCE scheme. | Children use apps and software to create graphics<br><br>Children incorporate technology into their role-play, e.g. a cash till. Children use simple software to explore numbers and sort objects.<br><br>Using QR codes to listen to online stories. | Inroduction to PM with buddies PM | Children use recording devices and create digital images and animation.<br><br>Children take photographs and use sound recorders. | Children use instructional language and explore programmable devices such as floor robots. | They record sound effects for storytelling, and use CDs and other sound technologies.<br><br>Children make sounds and music using technology<br><br>Children use sound devices to record and play back appropriate sounds to enhance imaginative play | Children develop mouse skills and fine motor skills through using controls on technology devices.<br><br>Children use sound devices to record themselves talking about numbers, shapes and objects. |
| **Year 1** | Technology Around Us | Grouping Data | Moving a Robot | Introduction to animation | Digital Painting | Digital Writing |
| **Year 2** | Information Technology Around Us | Robot algorithms | Making Music | Pictograms | Digital Photographs | Quizzes |
| **Year 3** | Connecting Computers | Stop Frame Animation | Desktop Publishing | Branching Databases | Sequence in music | Events and actions |
| **Year 4** | The Internet | Photo Editing | Data Logging | Repetition in shapes | Repetition in games | Audio Editing |
| **Year 5** | Sharing Information | Vector Drawing | Flat-file Databases | Video Editing | Selection in physical computing | Selection in quizzes |
| **Year 6** | Communication | Spreadsheets | Variables in games | Sensing | 3D Modelling | Web Page Design |