

**TWO YEAR ROLLING PROGRAMME CYCLE A & C
2026-27 & 2028-29**

Skills such as word processing should be integrated into other curriculum areas where possible to build essential computer skills.
This long term plan runs alongside the Digital Literacy long term plan.

Year group/ Term	1	2	3	4	5	6
EYFS 1 & 2	Information Technology in the world beyond School (2) - Oak Academy	Y1 - Media balance is important Barefoot - Safety snakes	Digital writing (1) - Oak Academy	Y1 - Pause for People Jessie and Friends - Ep 1 & 2	Robot algorithms (2) - Teach Computing	Y2 - How technology makes you feel Jessie and Friends - Ep 3
KS2 Cycle A	Computing networks (3) - Oak Academy	The Internet (4) - Oak Academy	Photo Editing (4) - Oak Academy		Introduction to computer systems (5) - Oak Academy	Communication and the internet (6) - Oak Academy
KS2 Cycle C	Introduction to spreadsheets (6) - Oak Academy		Introduction to vector graphics (5) - Oak Academy		Using selection in programming to develop a quiz (5) - Oak Academy	

**TWO YEAR ROLLING PROGRAMME CYCLE B & D
2027-28 & 2029-2030**

Skills such as word processing should be integrated into other curriculum areas where possible to build essential computer skills.
This long term plan runs alongside the Digital Literacy long term plan.

Year group/ Term	1	2	3	4	5	6
EYFS 1 & 2	Using IT to organise and present data (2) - Oak Academy	Y1 - Safety in my online neighbourhood	Digital painting (1) - Oak Academy	Y2 - Pause and think online Y2 - internet traffic light	Creating animations in programs (1) - Oak Academy	Building sequences in programs (2) - Oak Academy
KS2 Cycle B	Repetition in programs (4) - Oak Academy		3D Modelling (6) - Oak Academy		Sensing movement with physical computing (6) - Oak Academy	
KS2 Cycle D	Organising data using data bases (3) - Oak Academy		Desktop Publishing (3) - Oak Academy		Using repetition in programming to create a game (4) - Oak Academy	