iCompute Planning Guidance

This planning guidance is one possible model only and will need to be adapted to suit your school situation. Please note that iSafe units are free, can be split, and slot in anywhere in your curriculum. They can also be omitted as eSafety is embedded within all lesson plans and flagged with suggestions of how to cover those aspects.

The length of time per unit is a suggestion only and will need to be adjusted to take account of the ability of your class and the amount of time the children may need. A session is deemed to be one hour taught once a week. You may also mix-and-match units from different year groups to suit the needs of your pupils or your timetable.

We recommend that Upper Key Stage 2 pupils that have not been taught computing before start with Year 5 units.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
iAlgorithm 6 weeks	iProgram (Unit 1) 6 weeks	iProgram 6 weeks	iProgram – Unit 4 5-6 weeks	iProgram (Unit 1) 8 weeks	iProgram (Unit 1) 6 weeks
Giving & following instructions	Creating animations	Games & animation development	Scratch Programming	Designing & developing programs	Designing & developing programs
iModel 4-5 weeks	iSearch 5-6 weeks	iSimulate 5-6 weeks	iData 6 weeks	iDraw 5-6 weeks	iNetwork 6 weeks
Computer modelling	Finding things out online	Exploring computer simulations	Data representation	Graphical Drawing	Networks, data & HTML/CSS
iDraw 5 weeks	iAnimate 6 weeks	iNetwork 4-5 weeks	iAnimate 6 weeks	iCrypto 6 weeks	iData 5-6 weeks
Digital Art	Introduction to animation	Introducing Networks	Introduction to animation	Data & Cryptography	Introducing Spreadsheets
iProgram (Unit 1) 5-6 weeks	iPub 6 weeks	iData 4-5	iMail 6-8 weeks	iWeb 6 weeks	iApp (Unit 1) 6 weeks
Algorithms & programming	Creating eBooks	Introducing Databases	Working together with email	Creating web content	Developing apps
iWrite 4-5 weeks	iBlog 6 weeks	iConnect 7 weeks	iProgram (Unit 1) 6 weeks	iProgram (Unit 2) 8 weeks	iProgram (Unit 2) 6 weeks
Creating digital text	Writing/responding with blogging	Internet, Searching & WWW	Shapes & mazes	Developing multi-level games	Developing 3D animations
iData 4-5 weeks	iDo Mail 3-4 weeks	iPodcast 6 weeks	iProgram (Unit 3) 6 weeks	iModel 6 weeks	iModel 6 weeks
Introducing data representation	Introduction to email	Editing Audio	Programming puzzle solutions	3D graphical modelling	3D Graphical Modelling
iProgram (Unit 2) 5-6 weeks	iProgram (Unit 2) 6 weeks	iSafe 6 weeks	iSafe 8 weeks	iSafe 6 weeks	iApp (Unit 2) 6 weeks
Algorithms & programming	Programming with ScratchJr	eSafety	eSafety	eSafety	Developing Apps
iSafe 4 weeks	iSafe 5 weeks	iDo WeDo - Optional 5-6 weeks	iDo WeDo or iAlgorithm (Optional) 4-6 weeks		iSafe
eSafety	eSafety	Robotics	Robotics or Algorithms		eSafety
Approx. 41 weeks	Approx. 45 weeks	Approx. 42 weeks	Approx. 44 weeks	Approx. 44 weeks	Approx. 47 weeks
With iPad bundle (optional) an additional 6 weeks (minimum) algorithms and programming coverage – available separately					
Approx. 44 weeks	Approx. 45 weeks	Approx. 48 weeks	Approx. 50 weeks	Approx. 49 weeks	Approx. 53 weeks