



Computing Long Term Plan



Independence &
Preparation for
Adulthood

Intent:

At Willowfield Academy, our Computing curriculum is designed to equip pupils with the digital knowledge, creativity, and resilience needed to thrive in a technology-driven world. As computing continues to shape modern life and work, we ensure pupils develop the skills to use technology safely, confidently, and purposefully supporting their **Preparation for Adulthood**.

Online safety is embedded through the Jigsaw PSHE curriculum and enhanced through dedicated events such as Safer Internet Day. Pupils are supported to develop a responsible digital identity, make informed decisions online, and understand how to manage risks, building confidence and **Independence**.

From Year 3, pupils are introduced to the fundamentals of computing, including logic, coding, and digital literacy. They begin building core knowledge of computer science and practical skills by creating simple programs, coding games, and using programmable devices. This learning is delivered through Curriculum Maestro, where computing is embedded across thematic projects and tailored to engage pupils of all needs and starting points.

In Year 8, pupils access discrete computing lessons, which run alongside cross-curricular opportunities to reinforce key concepts. Pupils explore online safety, coding with Scratch, and spreadsheet modelling, while applying their skills in meaningful ways across subjects.

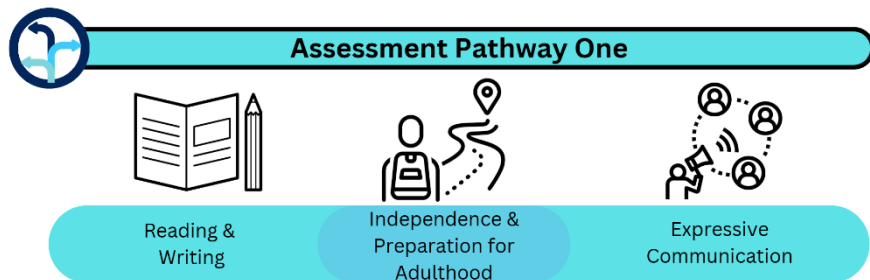
From Years 9 to 11, Computing is delivered through a cross-curricular model, allowing pupils to apply and extend their digital skills through real-life contexts across the curriculum. This approach supports functional digital literacy and creative problem-solving, enabling all learners to engage with computing in a personalised and purposeful way.

At Key Stage 4, pupils may opt to study OCR Creative iMedia, a vocational qualification that supports progression into careers such as digital marketing, game design, content creation, or cyber security. Regardless of their options, technology remains central to learning at Westbury.



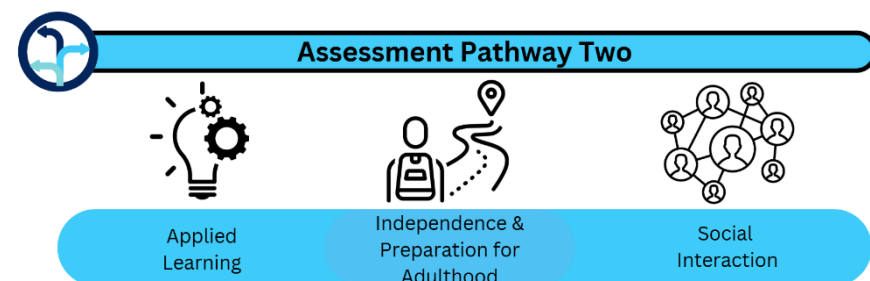
The computing curriculum at Willowfield is designed and quality assured through the lens of Willowfield's Assessment Pathways. Each pathway ensures pupils access computing at a level suited to their individual needs and development.

Pupils focus on:



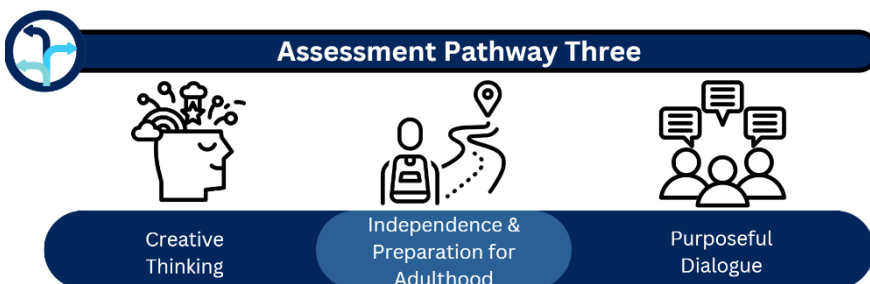
- Technology to aid core learning and develop functional literacy skills
- Careers education and transferable digital skills
- Online safety training ready for adulthood
- Emphasising positive communication and productive use of online technology

Pupils focus on...



- Applying coding and computer science skills in more challenging projects
- Careers education and transferable digital skills
- Online safety training ready for adulthood
- Use of iPads, apps and websites to encourage independence and develop creativity through technology

Pupils focus on...



- Creative coding and Hour of Code basics
- Careers education and transferable digital skills
- Online safety training ready for adulthood
- Use of iPads, apps and websites to enhance learning and enable digital creativity



Personal Development and Careers Links

The computing curriculum at Willowfield Academy plays a key role in supporting pupils' Personal Development. Through carefully planned learning experiences, pupils build computer literacy, coding creativity and digital citizenship whilst developing skills to independently utilise technology to achieve goals.

Personal Development Links

- Developing confidence to make decisions and follow moral principles and values (online)
- Recognising that situations (online) can lead to negative emotions and learning how to manage these
- Understanding how to stay safe online and where to get support with online issues
- Knowing how to be kind to others and how to be an upstander (online)
- Explaining how choices can have an impact on people in my immediate community and globally
- Understanding discrimination and prejudice
- Explaining a range of feelings that people may experience within different social groups and social contexts and how this may relate to their (online) behaviour
- Recognising positive and negative influences and the effects these may have
- Understanding how online influences can affect body image and self-esteem
- Knowing online dangers such as phishing, click bait, online grooming, sextortion, malware and blackmail

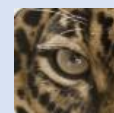


Careers Links

- Teaching coding using Scratch, LightBot, Swift Playgrounds, Hour of Code, MicroBits and programmable cars to build fundamental computing skills that relate to app development and coding.
- Computer Science Education Week focuses on coding as a career, getting pupils involved in a global coding event and discussing current coding careers in detail.
- Embedding iPads into the daily curriculum enables pupils to use table technology independently and creatively to evidence their learning in a way that suits them, creating productive habits for the digital working world.
- Work in conjunction with the Nottingham City Music Hub enables pupils to use iPads, laptops and other devices to create music digitally, manipulating sounds to create and perform original pieces, linking this work with careers in music technology and music production.
- Using MicroBits for real-world projects, such as creating a smart device for use in sports and an interactive toy.
- Using Scratch, Hour of Code and other apps to code games and expose pupils to opportunities in video game development.
- Creative iMedia directly teaches digital skills that can be applied to apprenticeships and further education courses in:
 - Digital marketing
 - Game development
 - Software engineering
 - Cyber security
 - Social media management
 - Content writing
 - Graphic design
 - Web design



Computing Overview – KS2 Nurture

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Let's Explore Understanding the World (Geography)  This project introduces pupils to their local environment. Providing them with opportunities to explore maps, landmarks and seasonal changes, compare places, observe the natural world and develop curiosity through outdoor investigation, discussion and simple geographical vocabulary.							Marvellous Machines Understanding the World (History)  This project encourages pupils to explore how everyday machines work. Pupils investigate wheels, axles and simple mechanisms, build and test models, explore cause and effect, and learn how inventions help people in their daily lives.						
Spring Term	Starry Night Expressive Arts and Design (Creative)  This project helps pupils learn about light and dark, the moon and stars, shadows and night-time animals, while developing their observation skills, scientific vocabulary and curiosity about the natural world surrounding them.							Splendid Skies Understanding the World (Geography)  This project helps pupils observe and describe different types of weather, learn about seasonal change, investigate natural phenomena such as rain and wind, and develop scientific vocabulary and enquiry skills.						
Summer Term	Memory Box Communication and Language/ Understanding the World (History)  This project helps pupils share memories, discuss their past and present, compare old and new objects, and develop understanding of chronology, vocabulary and their sense of identity.							Paws, Claws & Whiskers Understanding the World (Creative)  Through engaging with this project pupils identify animal features, compare similarities and differences, learn about where animals live, and develop observation skills, curiosity and scientific vocabulary about the natural world.						

Computing – Year 3/4 & KS3 Nurture

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Land Ahoy! Geography  This project supports pupils in developing their knowledge about different modes of transport, maps and routes. They are provided with opportunities to explore the wider world and develop their geographical vocabular and curiosity about places and travel.							Gods & Mortals History  This project introduces pupils to traditional stories, key characters and beliefs, developing their understanding of the past, storytelling skills, historical knowledge and appreciation of cultural heritage.						
Spring Term	Mighty Metals Creative  This project supports pupils in investigating materials, testing their strength and durability, understand how metals are used in everyday life, and develop scientific enquiry and observation skills.							Flow Geography  This project helps pupils investigate rivers, oceans and the water cycle, understand how water changes state, develop geographical and scientific knowledge, and build enquiry and observation skills.						
Summer Term	Urban Pioneers History  This project helps pupils' study urban environments, compare human and physical features, understand how cities develop, and develop geographical vocabulary, mapping skills and knowledge of their local area.							Heroes and Villains Creative  This project helps pupils identify good and evil characters, explore narrative structure, develop storytelling skills, and use descriptive language to create and compare character in different texts.						



Computing Overview – Year 5/6

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	1066 (Norman Conquest) History  This project provides pupils with the opportunities to learn about the Battle of Hastings, key historical figures, causes and consequences of the invasion, and develop their understanding of chronology and historical enquiry skills.							Road Trip USA Geography  This project provides pupils with the opportunities to study regions, compare places, landmarks and physical features of the United States. The pupils will develop their geographical knowledge and vocabulary.						
Spring Term	Blue Abyss Creative  This project helps pupils investigate marine habitats, identify sea creatures, understand adaptation, and develop scientific enquiry skills, observation, and knowledge of the natural world.							Pharaohs History  This project supports pupils in learning about the role of pharaohs, daily life in ancient Egypt, beliefs, pyramids and burial practices. The pupils also are provided with the opportunity to develop their historical knowledge, chronological understanding and enquiry skills.						
Summer Term	Alchemy Island Geography  This project provides pupils with the opportunities to explore maps, co-ordinates, and different landscapes through both imagination and real-world examples.							Burps, Bottom and Bile Creative  This project helps pupils learn how food travels through the body, understand the role of organs and investigate healthy lifestyles and the importance of digestion.						

Computing Overview – Year 7

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Hola Mexico! Geography  This project explores Mexico's culture, history, and geography. Pupils make traditional food, learn about the ancient Maya, create music, and discover what it takes to be a tribe chief.							Fallen Fields History  This project explores the First World War, its causes, and its impact on soldiers and families. Pupils learn about life in the trenches, the home front, and how peace was finally achieved, remembering those who sacrificed so much.						
Spring Term	Gallery Rebels Creative  This project explores bold and rebellious art, inspiring pupils to express themselves through painting and sculpture. They discover how art can challenge ideas and create powerful messages for the future.							Frozen Kingdom Geography  This project explores the planet's coldest places, teaching pupils about the harsh environment, wildlife, and climate. They research ecosystems, write poems about the Northern Lights, and imagine joining a daring Antarctic rescue team.						
Summer Term	Revolution History  This project takes pupils back to Victorian times to explore strict schools, famous inventions, and life for rich and poor. They role-play as reformers, presenting ideas to improve society and gain support.							Blood Heart Creative  This project explores how the heart pumps blood around the body, understand the functions of blood and organs, develop scientific vocabulary, and investigate how exercise and lifestyle affect health.						



Computing Overview – Year 8

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	Internet Safety													
Spring Term	Coding with Scratch													
Summer Term	Spreadsheets and Modelling													



At Willowfield Academy, Computing in Years 9 to 11 is delivered through a cross-curricular model, allowing pupils to apply digital skills meaningfully across subjects. Pupils engage with computing concepts such as data handling, research, and digital media through real-life contexts. For example, using spreadsheets in Maths and digital presentation tools in Careers and PSHE.

This integrated approach enables pupils to develop digital literacy, creativity, and problem-solving in purposeful, age-appropriate ways.

KS4 Option: BTEC Creative iMedia (OCR) – Year 10-11

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn Term	R094: Visual Identity and Digital Graphics													
Spring Term	R098: Visual Imaging													
Summer Term	R093: Creative iMedia in the Media Industry													

