iCompute Planning Guidance

iCompute – Primary Computing

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.

On our website, units are arranged, left to right, in the suggested order for progression. Where the units total more than the number of academic weeks, those at the end can be omitted without affecting statutory coverage.

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 1 5-6 weeks	iProgram (Unit 1) 8 weeks	iProgram (Unit 1) 6 weeks
Giving & following instructions	Creating animations	Games & animation development	Scratch Programming	Developing programs	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	iLearnAI 5 weeks	iWeb 6 weeks	iLearnAI 6 weeks
Algorithms & programming	Creating eBooks	Introducing Databases	Artificial Intelligence	Creating web content	Artificial Intelligence
iData 4-5 weeks	iBlog 6 weeks	iConnect 7 weeks	iPhotoEdit 5 weeks	iModel 6 weeks	iApp (Unit 1) 6 weeks
Introducing data representation	Writing/responding with blogging	Internet, Searching & WWW	Digitally altering images	3D graphical modelling	Developing apps (Bitbox)
iLearnAI 5 weeks	iDo Mail 3-4 weeks	iPodcast 6 weeks	iProgram (Unit 2) 6 weeks	iEditVideo 6 weeks	iModel 6 weeks
Intro to Artificial Intelligence	Introduction to email	Editing Audio	Programming shapes & mazes	Video editing	3D graphical modelling
iWrite 4 weeks	iProgram (Unit 2) 6 weeks	iSafe 6 weeks	iMail 6 weeks	iSafe 6 weeks	iMicrobit 6 weeks
Creating digital text	Programming with ScratchJr	eSafety	Working together with email	eSafety	Programming micro:bits
iProgram (Unit 2) 5-6 weeks	iSafe 5 weeks	iDo WeDo - Optional 5-6 weeks	iSafe 8 weeks	iProgram (Unit 2) 8 weeks	iSafe 9 weeks
Programming with ScratchJr	eSafety	Robotics		Developing multi-level games	eSafety
iSafe 4 weeks			iDo WeDo or iAlgorithm (Optional) 4-6 weeks	iSafe 6 weeks	iProgram (Unit 2) 6 weeks
eSafety				eSafety	Developing 3D animations)
					iApp (Unit 2) 6 weeks
					Developing Apps (App Inventor)
Approx. 46 weeks	Approx. 45 weeks	Approx. 42 weeks	Approx. 49 weeks	Approx. 50 weeks	Approx. 59 weeks