

Computing Long Term Plan

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|--------|---------------------------------|----------------------|---------------------------------|------------------------------|---------------------------------|--------------------------------|
| Strand | Computing systems and networks | Creating media | Programming A | Data and information | Creating media | Programming B |
| Year 1 | Technology around us | Digital painting | Moving a robot? | Grouping data | Digital writing | Programming animations |
| Year 2 | IT around us | Digital photography | Robot algorithms | Pictograms | Digital music | Programming quizzes |
| Year 3 | Connecting computers | Stop frame animation | Sequencing sounds | Branching databases | Desktop publishing | Events and actions in programs |
| Year 4 | The internet | Audio production | Repetition in shapes | Data logging | Photo editing | Repetition in games |
| Year 5 | Systems and searching | Video production | Selection in physical computing | Flat-file databases | Introduction to vector graphics | Selection in quizzes |
| Year 6 | Communication and collaboration | Web page creation | Variables in games | Introduction to spreadsheets | 3D modelling | Sensing movement |