

Computing Long Term Plan

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