



Long term plan

Computing

Year Group	Autumn 1 Computing systems and networks	Autumn 2 Creating media	Spring 1 Programming A	Spring 2 Data and information	Summer 1 Creating media	Summer 2 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 animations	Sequencing sounds	Branching data bases	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Phot 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