



Computing Long Term Plan



	Autumn Term	Spring Term	Summer Term
	Computing Systems and Networks Creating Media	Programming Data and Information	Creating Media Programming
Year 1	Technology Around Us Digital Painting	Moving a Robot Grouping Data	Digital Writing Programming Animations
Year 2	Technology Around Us Digital Photography	Robot Algorithms Pictograms	Making 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	Sharing Information Video Production	Selection in Physical Computing Flat-File Databases	Vector Drawing Selection in Quizzes
Year 6	Internet Communication Webpage Creation	Variables in Games Introduction to Spreadsheets	3D Modelling Sensing