



Computing Long Term Plan



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	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