Computing Long Term Plan

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems and Networks – Technology Around Us	Creating Media – Digital Painting	Creating Media – Digital Writing	Data and Information – Grouping Data	Programming A – Moving a Robot	Programming B – Introduction to Animation
Year 2	Computer Systems and Networks – IT Around Us	Creating Media – Digital Photography	Creating Media – Making Music	Data Handling – Pictograms	Programming A – Robot Algorithms	Programming B – Introduction to Quizzes
Year 3	Computing Systems and Networks – Connecting Computers	Creating Media – Animation	Creating Media – Desktop Publishing	Data Handling – Branching Databases	Programming A – Sequence in Music	Programming B – Events and Actions (maze)
Year 4	Computing Systems and Networks – The Internet	Creating Media – Audio Editing	Creating Media – Photo Editing	Data and Information – Data Logging	Programming A – Repetition in Shapes	Programming B – Repetition in Games
Year 5	Computing Systems and Networks – Sharing Information	Creating Media – Vector Drawings	Creating Media – Video Editing	Data and Information – Flat-File Databases	Programming A – Selection in Physical Computing	Programming B – Selection in Quizzes
Year 6	Computing Systems and Networks – Communication	Creating Media – 3D Modelling	Creating Media – Web Page Creation	Data and Information - Spreadsheets	Programming A – Variables in Games	Programming B - Sensing