



Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Sparrows- Year R/I This year only	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
Cycle 1 Year 1/2 25-26	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
Cycle 2 Year 1/2	Computing systems and networks: IT around us	Creating media: Digital music	Programming A: Robot algorithms	Data and information: Pictograms	Creating media: Digital photography	Programming B: Programming quizzes
Cycle 2 Woodpeckers - Year 2/3 26-27	Computing systems and networks: IT around us	Creating media: Digital music	Programming A: Robot algorithms	Data and information: Pictograms	Creating media: Digital photography	Programming B: Programming quizzes
Cycle 1 Year 3/4 25-26	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
Cycle 2 Year 3/4	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
Cycle 2 Robins – Year 4/5 26-27	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
Cycle 1 Year 5/6 25-26	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
Cycle 2 Kingfishers – Year 6 26-27	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