



## Long Term Plan for Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	Technology Around Us	Creating Media- Digital Painting	Programming A - Moving a robot	Data and information - grouping data	Creating media - Digital writing	Programming B - Introduction to animation
<b>Year 2</b>	Computing systems and networks - IT around us	Creating media - Digital photography	Programming A - Robot algorithms	Data and information - Pictograms	Creating media - Making music	Programming B - An introduction to quizzes
<b>Year 3</b>	Connecting Computers	Creating media - Animation	Programming A - Sequence in music	Data and information - Branching databases	Creating media - Desktop publishing	Programming B - Events and actions
<b>Year 4</b>	Computing systems and networks - The Internet	Creating media - Audio editing	Programming A - Repetition in shapes	Data and information - Data logging	Creating media - Photo editing	Programming B - Repetition in games
<b>Year 5</b>	Computing systems and networks - Sharing information	Creating media - Video editing	Programming - Scratch	Data and information - Flat-file databases	Creating media - Vector drawing	Programming B - Selection in quizzes
<b>Year 6</b>	Computing systems and networks - Communication	Web page creation	Programming A - Variables in games	Introduction to spreadsheets	Creating media- 3D modelling	Programming B - Sensing