

Computing Long Term Plan

| Computing LTP | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|---------------|--|---|---|--|--|---|
| Autumn | <p><u>Computing systems and networks</u> Technology around us (1.1)*</p> <p><u>Creating media A</u> Digital painting (1.2)</p> | <p><u>Computing systems and networks</u> Information technology around us (2.1)*</p> <p><u>Creating media A</u> Digital photography (2.2)</p> | <p><u>Computing systems and networks</u> Connecting computers (3.1)</p> <p><u>Creating media A</u> Stop-frame animation (3.2)</p> | <p><u>Computing systems and networks</u> The internet (4.1)</p> <p><u>Creating media A</u> Audio editing (4.2)</p> | <p><u>Computing systems and networks</u> Sharing information (5.1)</p> <p><u>Creating media A</u> Video editing (5.2)</p> | <p><u>Computing systems and networks</u> Internet communication (6.1)</p> <p><u>Creating media A</u> Webpage creation (6.2)</p> |
| Spring | <p><u>Programming A</u> Moving a robot (1.3)</p> <p><u>Data and information</u> Grouping data (1.4)</p> | <p><u>Programming A</u> Robot algorithms (2.3)</p> <p><u>Data and information</u> Pictograms (2.4)</p> | <p><u>Programming A</u> Sequencing sounds (3.3)</p> <p><u>Data and information</u> Branching databases (3.4)</p> | <p><u>Programming A</u> Repetition in shapes (4.3)</p> <p><u>Data and information</u> Data logging (4.4)</p> | <p><u>Programming A</u> Selection in physical computing (5.3)</p> <p><u>Data and information</u> Flat-file databases (5.4)</p> | <p><u>Programming A</u> Variables in games (6.3)</p> <p><u>Data and information</u> Introduction to spreadsheets (6.4)</p> |
| Summer | <p><u>Creating media B</u> Digital writing (1.5)</p> <p><u>Programming B</u> Programming animations (1.6)</p> | <p><u>Creating media B</u> Making music (2.5)</p> <p><u>Programming B</u> Programming quizzes (2.6)</p> | <p><u>Creating media B</u> Desktop publishing (3.5)</p> <p><u>Programming B</u> Events and actions in programs (3.6)</p> | <p><u>Creating media B</u> Photo editing (4.5)</p> <p><u>Programming B</u> Repetition in games (4.6)</p> | <p><u>Creating media B</u> Vector drawing (5.5)</p> <p><u>Programming B</u> Selection in quizzes (5.6)</p> | <p><u>Creating media B</u> 3D modelling (6.5)</p> <p><u>Programming B</u> Sensing (6.6)</p> |

*Networks are not part of the key stage 1 national curriculum for computing but the title is used as a strand across primary.