

Computing – long term plan						
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>EYFS</b>	<b>Taking photos</b>	<b>Digital maps</b>	<b>Using timers</b>	<b>Digital art</b>	<b>Using a laptop</b>	<b>Using a laptop</b>
<b>Class 1 - Y1/2 25-26</b>	<b>Creating media (A)</b> Y1: Digital painting	<b>Creating media (A)</b> Y2: Digital photography	<b>Data and information</b> Y1: Grouping data	<b>Data and information</b> Y2: Pictograms	<b>Creating media (B)</b> Y1: Digital writing	<b>Creating media (B)</b> Y2: Digital music
<b>Class 1 - Y1/2 26-27</b>	<b>Computing systems and networks</b> Y1: Technology around us	<b>Computing systems and networks</b> Y2: Information technology around us	<b>Programming (A)</b> Y1: Moving a robot	<b>Programming (A)</b> Y2: Robot algorithms	<b>Programming (B)</b> Y1: Programming animations	<b>Programming (B)</b> Y2: Programming quizzes
<b>Class 2 – Y3/4 25-26</b>	<b>Creating media (B)</b> Y3: Desktop publishing *	<b>Creating media (B)</b> Y4: Photo editing	<b>Programming (A)</b> Y3: Sequencing sounds	<b>Programming (A)</b> Y4: Repetition in shapes	<b>Data and information</b> Y3: Branching databases	<b>Data and information</b> Y4: Data logging
<b>Class 2 – Y3/4 26-27</b>	<b>Creating media (A)</b> Y3: Stop-frame animation	<b>Creating media (A)</b> Y4: Audio production	<b>Programming (B)</b> Y3: Events and actions in programs	<b>Programming (B)</b> Y4: Repetition in games	<b>Computing systems and networks</b> Y3: Connecting computers	<b>Computing systems and networks</b> Y4: The internet
<b>Class 3 – Y5/6 25-26</b>	<b>Computing systems and networks</b> Y5: Systems and searching	<b>Computing systems and networks</b> Y6: Communication and collaboration	<b>Creating media (A)</b> Y5: Video production	<b>Creating media (A)</b> Y6: Webpage creation	<b>Programming (A)</b> Y5: Selection in physical computing	<b>Programming (A)</b> Y6: Variables in games
<b>Class 3 – Y5/6 26-27</b>	<b>Data and information</b> Y5: Flat file databases	<b>Data and information</b> Y6: Introduction to spreadsheets	<b>Creating media (B)</b> Y5: Introduction to vector graphics	<b>Creating media (B)</b> Y6: 3D modelling	<b>Programming (B)</b> Y5: Selection in quizzes	<b>Programming (B)</b> Y6: Sensing movement