



Computing Long Term Plan – Teach Computing

	Autumn		Spring		Summer	
	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	IT Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Branching Database	Desktop Publishing	Events and Actions in Programs
Year 4	The Internet	Audio Production	Repetition in Shapes – Robotics trial	Data Logging	Photo Editing	Repetition in Games
Year 5	Systems and Searching	Video Production	Selection in Physical Computing	Flat File Databases	Introduction to Vector Graphics	Selection in Quizzes
Year 6	Communication and Collaboration	Web Page Creation	Variables in Games	Spreadsheets	3D Modelling	Sensing Movement