

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p><i>Computing systems and networks – Technology around us</i></p> <p>(6 lessons)</p>	<p><i>Creating media - Digital painting</i></p> <p>(6 lessons)</p>	<p><i>Programming A - Moving a robot</i></p> <p>(6 lessons)</p>	<p><i>Data and information – Grouping Data</i></p> <p>(6 lessons)</p>	<p><i>Creating media - Digital writing</i></p> <p>(6 lessons)</p>	<p><i>Programming B - Programming animations</i></p> <p>(6 lessons)</p>
Year 2	<p><i>Computing systems and networks – IT around us</i></p> <p>(6 lessons)</p>	<p><i>Creating media – Digital photography</i></p> <p>(6 lessons)</p>	<p><i>Programming A – Robot algorithms</i></p> <p>(6 lessons)</p>	<p><i>Data and information – Pictograms</i></p> <p>(6 lessons)</p>	<p><i>Creating Media – Digital music</i></p> <p>(6 lessons)</p>	<p><i>Programming B – Programming quizzes</i></p> <p>(6 lessons)</p>
Year 3	<p><i>Computing systems and networks – Connecting computers</i></p> <p>(6 lessons)</p>	<p><i>Creating media - Stop-frame animation</i></p> <p>(6 lessons)</p>	<p><i>Programming A - Sequencing sounds</i></p> <p>(6 lessons)</p>	<p><i>Data and information – Branching databases</i></p> <p>(6 lessons)</p>	<p><i>Creating media – Desktop publishing</i></p> <p>(6 lessons)</p>	<p><i>Programming B - Events and actions in programs</i></p> <p>(6 lessons)</p>
Year 4	<p><i>Computing systems and networks – The Internet</i></p> <p>(6 lessons)</p>	<p><i>Creating media - Audio production</i></p> <p>(6 lessons)</p>	<p><i>Programming A – Repetition in shapes</i></p> <p>(6 lessons)</p>	<p><i>Data and information – Data logging</i></p> <p>(6 lessons)</p>	<p><i>Creating media – Photo editing</i></p> <p>(6 lessons)</p>	<p><i>Programming B – Repetition in games</i></p> <p>(6 lessons)</p>

Year 5	Computing systems and networks - Systems and searching (6 lessons)	Creating media - Video production (6 lessons)	Programming A – Selection in physical computing (6 lessons)	Data and information – Flat-file databases (6 lessons)	Creating media – Introduction to vector graphics (6 lessons)	Programming B – Selection in quizzes (6 lessons)
Year 6	Computing systems and networks - Communication and collaboration (6 lessons)	Creating media – Web page creation (6 lessons)	Programming A – Variables in games (6 lessons)	Data and information – Spreadsheets (6 lessons)	Creating media – 3D Modelling (6 lessons)	Programming B - Sensing movement (6 lessons)

All units identified in this document are cited from the National Computing Centre of Education.