Computing Long Term Plan.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	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	Information Technology around us	Digital Photography	Robot algorithms	Pictograms	Making music	Programming quizzes
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio editing	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5	Sharing information	Video editing	Selection in Physical computing	Flat-file databases	Vector drawing	Selection in quizzes
Year 6	Internet communication	Webpage creation	Variable in games	Introduction to spreadsheets	3D modelling	Sensing
E-Safety		Identity	Online Relationships/Health and Wellbeing	Online Reputation/Bullying	Managing Online Information	Privacy/Copyright and ownership