**Chesterton Computing Long Term and key concepts**

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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **EYFS** | Things covered in EYFS Computing as part of continuous provision:  Instructional scavenger hunt, Beebots, taking photos with iPad, games on interactive whiteboard, sorting, exploring mechanical technology (typewriter, camera, rotary phone etc.), using Apps, scratch | | | | | |
| **Year 1** | Digital painting | grouping data | Digital writing | Programming animations | Technology around us | Moving a robot |
| NC link & Key concepts | Effective use of tools  Creating Media | Data and information  Algorithms | Effective use of tools  Creating Media | Programming  Design and development | Computing systems  Algorithms | Algorithms  Programming |
|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Year 2 | Programming quizzes | Digital photography | Pictograms | Making music | Information technology around us | Robot algorithm |
| NC link & Key concepts | Programming  Design and development | Effective use of tools  Creating Media | Data and information  Effective use of tools | Design and development  Creating media | Networks  Computing systems | Algorithms  Programming |
|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| **Year 3** | Connecting Computers | Desktop Publishing | Sequencing Sound | Stop Motion Animation | Branching Databases | Events and Actions in Programming |
| NC link & Key concepts | Networks  Computer systems | Effective use of tools  Creating media | Programming  Design and development | Effective use of tools  Creating media | Data and information  Effective use of tools | Programming  Design and development |
|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| **Year 4** | Repetition | The Internet | Data Logging | Repetition in Games | Photo Editing | Audio Production |
| NC link & Key concepts | Programming  Algorithms | Networks  Safety and security | Computer systems  Data and information | Programming  Design and development | Effective use of tools  Creating media | Effective use of tools  Creating media |
|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| **Year 5** | Systems and searching | Flat File Databases | Video Production | Selection in physical computing | Vector Drawings | Selection in quizzes |
| NC link & Key concepts | Networks  Effective use of tools | Data and information  Effective use of tools | Creating media  Design and development | Programming  Computer systems | Effective use of tools  Creating media | Programming  Algorithms |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Year 6** | Internet communication | Webpage creation | Variables in games | introduction to spreadsheets | 3D modelling | Sensing |
| NC link & Key concepts | Networks  Effective use of tools | Creating media  Design and development | Programming  Design and development | Effective use of tools  Data and information | Effective use of tools  Creating media | Programming  Computer systems |