

Computing Long-Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Using technology in the classroom- Computing systems and networks	Technology play- Creating media	Following instructions- Programming	Counting information- Data and information	Paint- Creating media	Ordering instructions- Programming
Reception	What is technology- Computing systems and networks	Recording voices- Creating media	Planning routes- Programming	Counting and sorting information- Data and information	Introduction to digital painting- Creating media	Sequencing events- Programming
Year 1	Technology around us- Computing systems and networks	Digital painting- Creating media	Moving a robot- Programming	Grouping data- Data and information	Digital writing- Creating media	An introduction to animation- Programming
Year 2	IT around us- Computing systems and networks	Digital photography- Creating media	Robot algorithms- Programming	Pictograms- Data and information	Making music- Creating media	An introduction to quizzes- Programming
Year 3	Connecting computers- Computing systems and networks	Stop-frame animation- Creating media	Sequence in sounds- Programming	Branching databases- Data and information	Desktop publishing- Creating media	Events and actions- Programming
Year 4	The internet- Computing systems and networks	Audio production- Creating media	Repetition in shapes- Programming	Data logging- Data and Information	Photo editing- Creating media	Repetition in games- Programming
Year 5	Systems and searching- Computing systems and networks	Video production- Creating media	Selection in physical computing- Programming	Flat-file databases- Data and information	Vector drawing- Creating media	Selection in quizzes- Programming
Year 6	Communication and collaboration- Computing systems and networks	Web page creation- Creating media	Variables in games- programming	Introduction to spreadsheets- Data and information	3D modelling- Creating media	Sensing movement- Programming