

Little Digmoor Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Technology around me		Digital creators	Instructions and algorithms		Programmers and problem solvers
Year 1		Creating media – Digital painting	Programming A – Moving a robot			Programming B – Programming animations
Year 2	Computing systems and networks – IT around us		Programming A – Robot algorithms	Data and information - Pictograms	Creating media – Digital music	Programming B – programming quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A – Sequencing sounds	Data and information – Branching databases		
Year 4	Computing systems and networks – The Internet	Creating media – Audio production	Programming A – Repetition in shapes	Data and information – Data logging		
Year 5	Computing systems and networks – systems and searching	Creating media – video production	Programming A – Selection in physical computing	Data and information – Flat-file databases		Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Introduction to Spreadsheets		Programming B – Sensing movement