**Our Lady and St. Thomas**

**Computing Long Term Plan**

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| Computing Systems and Networks | Creating Media | Programming | Data and Information |

Each block will begin with a refresher on internet safety.

Year A (2023-2024)

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|  | **Autumn** | **Spring** | **Summer** |
| Class 2 | [Computing systems and networks – Technology around us](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us) | [Creating media – Digital painting](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting) | [Programming A – Moving a robot](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot) |
| Class 3 | [Computing systems and networks – Connecting computers](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers) | [Creating media – Desktop publishing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing) | [Programming A - Sequencing sounds](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music) |
| Class 4 | [Computing systems and networks - Systems and searching](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information) | [Creating media - Video production](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing) | [Programming A – Selection in physical computing](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing) |
| Class 5 | [Computing systems and networks - Communication and collaboration](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication) | [Creating media – Web page creation](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation) | [Programming A – Variables in games](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games) |

Year B (2024-2025)

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|  | **Autumn** | **Spring** | **Summer** |
| Class 2 | [Computing systems and networks – IT around us](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us) | Creating media – Digital photography | [Programming A – Robot algorithms](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms) |
| Class 3 | [Computing systems and networks – The Internet](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet) | [Creating media - Audio production](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing) | [Programming A – Repetition in shapes](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes) |
| Class 4 | [Data and information – Flat-file databases](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases) | [Creating media – Introduction to vector graphics](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing) | [Programming B – Selection in quizzes](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes) |
| Class 5 | [Computing systems and networks - Communication and collaboration](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication) | [Creating media – Web page creation](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation) | [Programming A – Variables in games](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games) |