

Computing LTP 2023-2024

	Computing Systems and Networks	Creating Media	Programming A	Data Information	Creating Media	Programming B
EYFS	Technology around us Exploring what technology is and how to use it safely (Digital Citizenship lessons throughout the year)	Digital painting Painting and drawing using a range of materials and developing fine motor skills.	Moving a robot Positional language, directing a partner and use of Beebots during free play.	Grouping data Grouping objects, class votes and creating simple bar charts as a class.	Digital writing Learning how to spell first and last names. Using paper keyboards to begin to recognise keys. Identifying capital letters.	Programming animations Use the programming app Daisy Dinosaur to begin to explore the concept of programming.
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2	Information technology around us Identifying IT and how its responsible use improves our	Digital photography Capturing and changing digital photographs for	Robot algorithms Creating and debugging programs, and using logical	Pictograms Collecting data in tally charts and using attributes to organise and	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a	Programming quizzes Designing algorithms and programs that use events to trigger

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	world in school and beyond.	different purposes.	reasoning to make predictions.	present data on a computer.	musical composition.	sequences of code to make an interactive quiz.
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	Systems and searching Recognising IT	Video production Planning, capturing, and	Selection in physical computing	Flat-file databases	Introduction to vector graphics Creating images	Selection in quizzes

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	systems in the world and how some can enable searching on the internet.	editing video to produce a short film.	Exploring conditions and selection using a programmable microcontroller.	Using a database to order data and create charts to answer questions.	in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and collaboration Exploring how data is transferred by working collaboratively online.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing movement Designing and coding a project that captures inputs from a physical device.