

Computing Long-Term Overview

	Computing Systems and Networks	Creating Media		Data and Information	Programming	
Year 1	Technology Around Us	Digital Painting	Digital Writing	Grouping Data	Moving a Robot	Introduction to Animation
Year 2	I.T Around Us	Digital Photography	Making Music	Pictograms	Robot Algorithms	An Introduction to Quizzes
Year 3	Connecting Computers	Animation	Desktop Publishing	Branching Databases	Sequence in Music	Events and Actions
Year 4	The Internet	Audio Editing	Photo Editing	Data Logging	Repetition in Shapes	Repetition in Games
Year 5	Sharing Information	Vector Drawing	Video Editing	Flat-File Database	Sensing (Micro:bits)	Selection in Quizzes
Year 6	Communication	3D Modelling	Web Page Creation	Spreadsheets	Variables in Games	Selection in Physical Computing (Crumble Kits)

Some aspects of Online Safety are taught outside of these unit and may also be covered though PSHE and RHE.