

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 & 2	Computer systems and networks: Technology and IT Around us (Y1/2) Creating Media: Digital painting (Y1)	Creating Media: Digital photos (Y2) Creating Media: Digital Writing (Y1)	Programming: Moving a Robot and algorithms (Y1/2)	Data and Information: Grouping Data & pictograms (Y1/2)	Creating Media: Digital music (Y2)	Programming: Animations and quizzes (Y1/2)

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Years 3/4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A	Computer systems and networks: Connecting Computers (Y3)	Creating Media: Stop Frame Animation (Y3)	Programming A: Sequencing sounds (Y3)	Computer systems and networks: The Internet (Y4)	Creating Media: Photo Editing (Y4)	Programming B: Repetition in Shapes (Y4)
Cycle B	Data and Information: Branching Databases (Y3)	Creating Media: Desktop Publishing (Y3)	Programming A: Events and Actions (Y3) *Intro to Scratch required (see notes)	Data and Information: Data Logging (Y4)	Creating Media: Audio Production (Y4)	Programming: B Repetition in Games (Y4)

Notes:	
Cycle B, Events and Actions = Lesson 1, Slides 20 – 23	If chn have not completed Cycle A, they will not be familiar with the basics of Scratch. Therefore, we need to recap Lesson 1 from the Sequencing Sounds Unit. Children who have completed Cycle A and are familiar with Scratch can pair up with a child who isn't. The child who is familiar with Scratch is the navigator and the child who isn't familiar with Scratch is the driver as they work through the lesson slides. To understand the roles of driver & navigator, watch this short video . Alternatively, children who are not familiar with Scratch may benefit from a pre-teaching exercise by the CT or TA using the slides from lesson 1 as a guide.

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Years 5/6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A	Computer systems and networks: Systems and searching (Y5)	Creating Media: Video Production (Y5)	Programming A: Selection in Physical Computing (Y5)	Computer systems and networks: Communication and Collaboration (Y6)	Creating Media: Webpage creation (Y6)	Programming B: Variables in games (Y6)
Cycle B	Data and Information: Flat File Databases (Y5)	Creating Media: Vector Drawing (Y5)	Programming A: Selection in Quizzes (Y5)	Data and Information: Spreadsheets (Y6)	Creating Media: 3D Modelling (Y6)	Programming B: Sensing movement (Y6)