

Long Term Plan for Computing						
	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
EYFS	Children have access to technology in all learning areas, through the use of handheld devices, iPads, cameras, beebots					
Year 1	Computing systems and networks Technology around us: Recognising technology in school and using it responsibly.	Creating media –Digital painting: Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Programming A –Moving a robot: Writing short algorithms and programs for floor robots, and predicting program outcomes.	Data and information – Grouping data: Exploring object labels, then using them to sort and group objects by properties.	Creating media –Digital writing: Using a computer to create and format text, before comparing to writing non-digitally.	Programming B – Introduction to animation: Scratch Jnr or code.org Designing and programming the movement of a character on screen to tell stories.
Year 2	Computing systems and networks – IT around us: Identifying IT and how its responsible use improves our world in school and beyond.	Creating media –Digital photography: Capturing and changing digital photographs for different purposes.	Programming A –Robot algorithms: Creating and debugging programs, and using logical reasoning to make predictions.	Data and information – Pictograms: Collecting data in tally charts and using attributes to organise and present data on a computer.	Creating media – Making music: Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming B –An introduction to quizzes: Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	Computing systems and networks –Connecting computers: Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Creating media –Stop Frame Animation: Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Programming A – Sequence in music: Creating sequences in a block-based programming language to make music.	Data and information – Branching databases: Building and using branching databases to group objects using yes/no questions.	Creating media – Desktop publishing: Creating documents by modifying text, images, and page layouts for a specified purpose.	Programming B –Events and actions: Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	Computing systems and networks –The Internet: Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Creating media –Audio editing: Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Programming A – Repetition in shapes: Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data and information – Data logging: Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Creating media –Photo editing: Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Programming B –Repetition in games: Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

Year 5	Computing systems and networks - Sharing information: Identifying and exploring how information is shared between digital systems.	Creating media - Video editing: Planning, capturing, and editing video to produce a short film.	Programming A - Selection in physical computing: Exploring conditions and selection using a programmable microcontroller.	Data and information - Flat-file databases: Using a database to order data and create charts to answer questions.	Creating media - Vector drawing: Creating images in a drawing program by using layers and groups of objects.	Programming B - Selection in quizzes: Exploring selection in programming to design and code an interactive quiz.
Year 6	Computing systems and networks - Internet communication: Recognising how the WWW can be used to communicate and be searched to find information.	Creating media - Webpage creation: Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Programming A - Variables in games: Exploring variables when designing and coding a game.	Data and information: - Introduction to spreadsheets: Answering questions by using spreadsheets to organise and calculate data.	Creating media - 3D modelling: Planning, developing, and evaluating 3D computer models of physical objects.	Programming B - Sensing: Designing and coding a project that captures inputs from a physical device.