

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS		Systems and Networks I can use a device to interact with age-appropriate computer software. I know the names of some different devices.	Creating Media Multimedia – Digital Painting I can create images on a screen. I can begin to use the mouse.	Creating Media Using the iPad – games, photos, videos. I can take photographs on an iPad.	Algorithms & Programming I can play with beebots and can explore how to make them move by inputting instructions.	Creating Media Using the Keyboard – Digital Writing Systems and Networks I know I can use technology to find information online.
Year 1	Systems and Networks – Technology around us Topic Application: Type a name label for a letter	Creating Media – Digital Writing Topic Application: Type up an animal cinquain	Algorithms & Programming – Moving a robot Topic Application: Beebots on a UK/world map	Creating Media – Digital Painting Topic Application: Paint a season picture on the computer	Data & Information – Grouping Data Topic Application: Favourite technology game questionnaire on computer	Algorithms & Programming – Introduction to animation Topic Application: Design and animate own scratch sequence.
Year 2	Systems and Networks – Information IT Topic Application: Animal, text and picture	Creating Media – Making music Topic Application: Christmas	Algorithms & Programming – Robot Algorithms Topic Application: Fire truck movement using beebots and floor maps	Creating Media – Photography Topic Application: Hero photos	Data & Information – Pictograms Topic Application: Traffic survey and plants	Algorithms & Programming – Introduction to quizzes Topic Application: Link to castles and knights
Year 3	Systems and Networks – Connecting Computers Topic Application:	Data & Information - Branching Databases Topic Application:	Algorithms & Programming - Sequencing Sounds Topic Application:	Creating Media – Desktop Publishing Topic Application:	Creating Media - Stop frame animation Topic Application: Design an animation linked to Greek Gods	Algorithms & Programming - Events and actions in programs Topic Application: Temperature.
Year 4	Systems and Networks – The Internet Topic Application:	Creating Media – Photo editing Topic Application:	Algorithms & Programming – Repetition in shapes Topic Application:	Algorithm & Programming – Repetition in games Topic Application:	Data & Information – Data Logging Topic Application:	Creating Media – Audio editing Topic Application:
Year 5	Systems and Networks – Sharing information Topic Application: Presentation presenting findings on research questions.	Algorithm & Programming – Selection in physical computing (Crumbles) Topic Application:	Creating Media – Vector drawing Topic Application: Vector Drawing of ??	Creating Media – Video editing Topic Application: Tudor Rap Video using subtitles.	Data & Information – Flat file database Topic Application: Database based on the animals.	Algorithm & Programming – Selection in Quizzes Topic Application: Survival of the fittest.

Year 6	Systems and Networks – Communication Topic Application: How has communication progressed from Victorian Era to Modern Day using technology. Create a relevant 'search items list' for accessing Victorian Information	Creating Media – Web page creation Topic Application: Victorians Webpage (Big Answer)	Creating Media – 3D modelling Topic Application: Sustainable settlement creation	Algorithms & Programming – Variables in games Topic Application: Perfect planet game	Data & Information – Spreadsheets Topic Application Sorting Algorithm for features of: WW1/WW2.	Programming – Crumble Kits (Topic linked) Topic Application: Linked to WWII revising electricity & links with DT.
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