

## Computing Long Term Plan

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
	<b>Computing systems and networks</b>	<b>Creating media</b>	<b>Programming A</b>	<b>Data and information</b>	<b>Creating media</b>	<b>Programming B</b>
<b>Year 1</b>	Technology around us	Digital Painting	Moving a robot	Grouping data	Digital writing	Programming animations
<b>Year 2</b>	Information Technology around us	Digital Photography	Robot algorithms	Pictograms	Making music	Programming quizzes
<b>Year 3</b>	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
<b>Year 4</b>	The internet	Audio editing	Repetition in shapes	Data logging	Photo editing	Repetition in games
<b>Year 5</b>	Sharing information	Video editing	Selection in Physical computing	Flat-file databases	Vector drawing	Selection in quizzes
<b>Year 6</b>	Internet communication	Webpage creation	Variable in games	Introduction to Spreadsheets	3D modelling	Sensing