

Computing Long Term Plan 25/26

Teach Computing Curriculum	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Digital Printing	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop Frame Animation	Sequencing Sounds	Branching Data Bases	Desktop Publishing	Events and Actions In Programs
Year 4/5	The Internet (Year 4 unit)	Audio Production (Year 4 unit)	Repetition in Shapes (Year 4 unit)	Flat File Data bases (Year 5 unit)	Vector Graphics (Year 5 unit)	Selection in Quizzes (Year 5 unit)
Year 6	Communication and Collaboration	Webpage Collaboration	Variables in games	Introduction to Spreadsheets	3D modelling or Sensing movement	Microbits