



Computing Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping Data	Creating media – Digital writing	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media- Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media- Making music	Programming B – An introduction to quizzes
Year 3	Computing systems and networks – connecting computers	Creating media- Animation	Programming A – Sequence in music	Data and information – Branching databases	Creating media- Desktop publishing	Programming B – Events and actions
Year 4	Computing systems and networks – The Internet	Creating media- Audio editing	Programming A – Repetition in shapes	Data and information – Data logging	Creating media- Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media- Video editing	Programming A – Selection in physical computing	Data and information – Flat-File databases	Creating media- Vector drawing	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication	Creating media- Web page creations	Programming A – Variables in games	Data and information – Spreadsheets	Creating media- 3D Modelling	Programming B – Sensing
All Years	Online-safety	File Management	Online-safety	Social Media	Online-safety	Technology Awareness