

Computing Long Term Plan

	Autumn 1 <i>Using technology safely</i>	Autumn 2 <i>Computing systems and networks</i>	Spring 1 <i>Creating media</i>	Spring 2 <i>Data and information</i>	Summer 1 <i>Programming</i>	Summer 2 <i>Programming</i>
Bell/Windsor (Year 1)	Online Safety (Project Evolve)	Technology around us	Digital Painting	Grouping Data	Moving a robot	Introduction to animation
Braille (Year 2)	Online Safety (Project Evolve)	IT around us	Digital photography	Pictograms	Robot Algorithms	An introduction to quizzes
Berners-Lee (Year 3)	Online Safety (Project Evolve)	Connecting Computers	Animation	Branching databases	Sequencing Sounds	Events and actions
Hopper (Year 4)	Online Safety (Project Evolve)	The internet	Audio editing	Data logging	Repetition in shapes	Repetition in games
Jackson (Year 5)	Online Safety (Project Evolve)	Sharing information	Video production	Flat-file databases	Selection in physical computing	Selection in quizzes
Gutenberg (Year 6)	Online Safety (Project Evolve)	Communication	Web page creation	Spreadsheets	Variables in games	Sensing movement