



Computing Long Term Overview

	Autumn Term		Spring Term		Summer Term	
Year 1	Computing Systems and Networks - Technology Around Us	Creating Media A - Digital Painting	Programming A - Moving a Robot	Data and Information - Grouping Data	Creating Media B - Digital Writing	Programming B - Programming Animations
Year 2	Computing Systems and Networks - IT Around Us	Creating Media A - Digital Photography	Programming A - Robot Algorithms	Data and Information - Pictograms	Creating Media B - Digital Music	Programming B - Programming Quizzes
Year 3	Computing Systems and Networks - Connecting Computers	Creating Media A - Stop-Frame Animation	Programming A - Sequencing Sounds	Data and Information - Branching Databases	Creating Media B - Desktop Publishing	Programming B - Events and Actions in Programs
Year 4	Computing Systems and Networks – The Internet	Creating Media A – Audio Production	Programming A – Repetition in Shapes	Data and Information - Data Logging	Creating Media B – Photo Editing	Programming B - Repetition in Games
Year 5	Computing Systems and Networks – Systems and Searching	Creating Media A – Video Production	Programming A – Selection in Physical Computing	Data and Information - Flat-File Databases	Creating Media B – Introduction to Vector Graphics	Programming B - Selection in Quizzes
Year 6	Computing Systems and Networks – Communication and Collaboration	Creating Media A – Web Page Creation	Programming A – Variable in Games	Data and Information - Introduction to Spreadsheets	Creating Media B – 3D Modelling	Programming B - Sensing Movement