

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Digital literacy On Line Safety	Digital literacy On Line Safety	Digital literacy On Line Safety	Digital literacy On Line Safety	Digital literacy On Line Safety	Digital literacy On Line Safety
Year 1	Technology around us	Digital painting	Digital writing	Grouping data	Moving a robot	Programming animations
Year 2	Information technology around us	Digital photography	Making music	Pictograms	Robot algorithms	Programming quizzes
Year 3	Connecting computers	Stop frame animation	Desktop publishing	Branching databases	Sequencing sounds	Events and actions in programs
Year 4	The internet	Audio editing	Photo editing	Databases	Repetition in shapes	Repetition in games
Year 5	Sharing information	Vector drawing	Video editing	Flat-file databases	Selection in physical computing (Swift Playgrounds)	Selection in quizzes
Year 6	Internet communication	3D modelling	Webpage creation	Introduction to spreadsheets	Variables in games	Sensing