

Computing Long Term Plan 2021-2022

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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