



Computing Long Term Plan 2021-22



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key focus	<i>Computer systems and networks</i>	<i>Digital Media</i>	<i>Computer Science & Programming</i>	<i>Data and information</i>	<i>Digital Media</i>	<i>Computer Science & Programming</i>
EYFS	<i>Technology around us – in school</i>	<i>Creativity with iPads</i>	<i>Sequence games</i>	<i>Same/Different Sorting activities</i>	<i>Look at my learning journey (Tapestry)</i>	<i>Programmable toys (Beebots/Codeapillar)</i>
Year 1	<i>Technology all around us</i>	<i>Digital Painting</i>	<i>Moving a robot</i>	<i>Grouping data</i>	<i>Digital writing</i>	<i>Introduction to animation</i>
Year 2	<i>Information technology around us</i>	<i>Digital photography</i>	<i>Robot algorithms</i>	<i>Pictograms</i>	<i>Making music</i>	<i>An introduction to quizzes</i>
Year 3	<i>Connecting Computers</i>	<i>Stop-frame animation</i>	<i>Sequence in music</i>	<i>Branching databases</i>	<i>Desktop publishing</i>	<i>Events and actions</i>
Year 4	<i>The Internet</i>	<i>Audio editing</i>	<i>Repetition in shapes</i>	<i>Data logging</i>	<i>Photo editing</i>	<i>Repetition in games</i>
Year 5	<i>Sharing information</i>	<i>Video editing</i>	<i>Selection in physical computing</i>	<i>Flat-file databases</i>	<i>Vector drawing</i>	<i>Selection in quizzes</i>
Year 6	<i>Communication</i>	<i>Web page creation</i>	<i>Variables in games</i>	<i>Introduction to spreadsheets</i>	<i>3D Modelling</i>	<i>Sensing</i>