



Computing LONG TERM CURRICULUM PLAN

Teachcomputing.org

<u>Yr Group</u>	<u>Aut 1</u>	<u>Aut 2</u>	<u>Spr 1</u>	<u>Spr 2</u>	<u>Sum 1</u>	<u>Sum 2</u>
Rec						
Y1	Computing systems and networks - Technology around us	Creating media - Digital Painting	Programming A - Moving a robot	Data and information - Grouping data	Creating media - Digital writing	Programming B - Programming animations
Y2	Computing systems and networks - IT around us	Creating Media - Digital photography	Programming A - Robot algorithms	Data and information - Pictograms	Creating media - Digital music	Programming B - programming quizzes
Y3	Computing system and networks - connecting computers	Creating media - stop-frame animations	Programming A - sequencing sounds	Data and information - Branching databases	Creating Media- Desktop publishing	Programming B - events and actions in programs
Y4	Computing system and networks - The Internet	Creating media - Audio production	Programming A - Repetitions in shapes	Data and information - Data logging	Creating Media - Photo editing	Programming B - Repetition in games
Y5	Computing system and networks - systems and searching	Creating media - video production	Programming A - selection in physical computing	Data and information - flat-file databases	Creating Media - Introduction to Vector graphics	Programming B - Selection in quizzes
Y6	Computing system and networks - communication and collaboration	Creating media - Web-page creation	Programming A - Variables in games	Data and information - introduction to spreadsheets	Creating Media - 3D modelling	Programming B = sensing movement or Using Microbit for primary to secondary transition.