

Computing Long Term Overview



Computer Science

Information Technology

Programming

Digital Literacy

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Digital Painting	Moving a robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop-frame animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programs
Year 4	The Internet	Audio Production	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Systems and Searching	Video Production	Selection in Physical Computing	Flat-file Databases	Introduction to Vector Graphics	Selection in Quizzes
Year 6	Communication and Collaboration	Webpage Creation	Variables in Games	Introduction to spreadsheets	3D Modelling	Sensing Movement

Online Safety