



## Computing Long Term Plan

Computing LTP	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Autumn</b>	<a href="#"><u>Computing systems and networks</u></a> <a href="#"><u>Technology around us (1.1)*</u></a>  <a href="#"><u>Creating media A</u></a> <a href="#"><u>Digital painting (1.2)</u></a>	<a href="#"><u>Computing systems and networks</u></a> <a href="#"><u>Information technology around us (2.1)*</u></a>  <a href="#"><u>Creating media A</u></a> <a href="#"><u>Digital photography (2.2)</u></a>	<a href="#"><u>Computing systems and networks</u></a> <a href="#"><u>Connecting computers (3.1)</u></a>  <a href="#"><u>Creating media A</u></a> <a href="#"><u>Stop-frame animation (3.2)</u></a>	<a href="#"><u>Computing systems and networks</u></a> <a href="#"><u>The internet (4.1)</u></a>  <a href="#"><u>Creating media A</u></a> <a href="#"><u>Audio editing (4.2)</u></a>	<a href="#"><u>Computing systems and networks</u></a> <a href="#"><u>Sharing information (5.1)</u></a>  <a href="#"><u>Creating media A</u></a> <a href="#"><u>Video editing (5.2)</u></a>	<a href="#"><u>Computing systems and networks</u></a> <a href="#"><u>Internet communication (6.1)</u></a>  <a href="#"><u>Creating media A</u></a> <a href="#"><u>Webpage creation (6.2)</u></a>
<b>Spring</b>	<a href="#"><u>Programming A</u></a> <a href="#"><u>Moving a robot (1.3)</u></a>  <a href="#"><u>Data and information</u></a> <a href="#"><u>Grouping data (1.4)</u></a>	<a href="#"><u>Programming A</u></a> <a href="#"><u>Robot algorithms (2.3)</u></a>  <a href="#"><u>Data and information</u></a> <a href="#"><u>Pictograms (2.4)</u></a>	<a href="#"><u>Programming A</u></a> <a href="#"><u>Sequencing sounds (3.3)</u></a>  <a href="#"><u>Data and information</u></a> <a href="#"><u>Branching databases (3.4)</u></a>	<a href="#"><u>Programming A</u></a> <a href="#"><u>Repetition in shapes (4.3)</u></a>  <a href="#"><u>Data and information</u></a> <a href="#"><u>Data logging (4.4)</u></a>	<a href="#"><u>Programming A</u></a> <a href="#"><u>Selection in physical computing (5.3)</u></a>  <a href="#"><u>Data and information</u></a> <a href="#"><u>Flat-file databases (5.4)</u></a>	<a href="#"><u>Programming A</u></a> <a href="#"><u>Variables in games (6.3)</u></a>  <a href="#"><u>Data and information</u></a> <a href="#"><u>Introduction to spreadsheets (6.4)</u></a>
<b>Summer</b>	<a href="#"><u>Creating media B</u></a> <a href="#"><u>Digital writing (1.5)</u></a>  <a href="#"><u>Programming B</u></a> <a href="#"><u>Programming animations (1.6)</u></a>	<a href="#"><u>Creating media B</u></a> <a href="#"><u>Making music (2.5)</u></a>  <a href="#"><u>Programming B</u></a> <a href="#"><u>Programming quizzes (2.6)</u></a>	<a href="#"><u>Creating media B</u></a> <a href="#"><u>Desktop publishing (3.5)</u></a>  <a href="#"><u>Programming B</u></a> <a href="#"><u>Events and actions in programs (3.6)</u></a>	<a href="#"><u>Creating media B</u></a> <a href="#"><u>Photo editing (4.5)</u></a>  <a href="#"><u>Programming B</u></a> <a href="#"><u>Repetition in games (4.6)</u></a>	<a href="#"><u>Creating media B</u></a> <a href="#"><u>Vector drawing (5.5)</u></a>  <a href="#"><u>Programming B</u></a> <a href="#"><u>Selection in quizzes (5.6)</u></a>	<a href="#"><u>Creating media B</u></a> <a href="#"><u>3D modelling (6.5)</u></a>  <a href="#"><u>Programming B</u></a> <a href="#"><u>Sensing (6.6)</u></a>

\*Networks are not part of the key stage 1 national curriculum for computing but the title is used as a strand across primary.