



Long Term Plan for Computing

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Stop-frame animation Capturing and editing digital still images to produce a stop frame animation that tells a story	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents and modifying text, images and page layouts for a specific purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	The Internet Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation,	Photo editing Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled,	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Video production Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	Flat-file databases Using a database to order data and create charts to answer questions.	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and collaboration Exploring how data is transferred by working collaboratively online.	Web page creation Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.	Variables in games Exploring variables when designing and coding a game.	Spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluation 3D computer models of physical objects.	Sensing movement Designing and coding a project that captures inputs from physical devices.