



COMPUTING LONG TERM PLAN

	Autumn		Spring		Summer	
<b>Reception</b>	<ul style="list-style-type: none"> <li>• Mouse and Trackpad Skills.</li> <li>• Keyboard Skills</li> <li>• Drawing Skills</li> <li>• Robots</li> <li>• Sounds</li> <li>• Photography</li> <li>• Technology around us</li> <li>• Hardware</li> <li>• Safety and Privacy</li> <li>• Quizzes</li> <li>• Logging In</li> </ul> Progression and Skill development: All ELG's met across the use of computing within the long term plans for EYFS.					
<b>Year 1</b>	<b>Computer Systems</b> Technology around us	<b>Creating Media</b> Digital Painting	<b>Programming</b> Moving a robot/ E Safety	<b>Data &amp; Information</b> Grouping Information	<b>Creating Media</b> Digital Writing	<b>Programming</b> Introduction to animation
<b>Year 2</b>	<b>Computer Systems</b> IT around us	<b>Creating Media</b> Digital photography	<b>Programming</b> Robot algorithms/ E Safety	<b>Data &amp; Information</b> Pictograms	<b>Creating Media</b> Making Music	<b>Programming</b> Introduction to quizzes
<b>Year 3</b>	<b>Computer Systems</b> Connecting computers/ Office 365 & online learning	<b>Creating Media</b> Animation	<b>Creating Media</b> Digital publishing/ E Safety	<b>Data &amp; Information</b> Branching databases	<b>Programming</b> Sequence in music	<b>Programming</b> Events and actions
<b>Year 4</b>	<b>Computer Systems</b> The Internet/ Office 365 & online learning	<b>Creating Media</b> Audio editing	<b>Creating Media</b> Photo editing/ E Safety	<b>Data &amp; Information</b> Data logging	<b>Programming</b> Repetition in shapes	<b>Programming</b> Repetition in games
<b>Year 5</b>	<b>Computer Systems</b> Sharing Information/ Office 365 & online learning	<b>Creating Media</b> Vector Drawing	<b>Creating Media</b> Video editing/ E Safety	<b>Data &amp; Information</b> Flat-file databases	<b>Programming</b> Selection in physical computing	<b>Programming</b> Selection in quizzes
<b>Year 6</b>	<b>Computer Systems</b> Communication	<b>Creating Media</b> 3D modelling	<b>Creating Media</b> Web page creation/ E Safety	<b>Data &amp; Information</b> Spreadsheets	<b>Programming</b> Variables in games	<b>Programming</b> Sensing