



Long Term Plan – Computing

| Year group | Autumn | Spring | Summer |
|------------|---|--|---|
| 6 | Communication and collaboration Webpage creation | Variables in games Introduction to spreadsheets | Sensing movement Using the micro:bit (transition unit) |
| 5 | Selection in quizzes Vector graphics | Flat-file databases Selection in physical computing | Video production Systems and searching |
| 4 | The internet Audio production | Repetition in shapes Data logging | Photo editing Repetition in games |
| 3 | Connecting computers Stop-frame animation | Sequencing sounds Branching databases | Desktop publishing Events and actions in programs |
| 2 | Information technology around us Digital photography | Robot algorithms Pictograms | Digital music Programming quizzes |
| 1 | Technology around us Digital painting | Moving a robot Grouping data | Digital writing Programming animation |
| R | Positional language - Beebots | Programming Beebots | Creative media – digital writing |