

Computing Long Term Plan

Year A – Odd Starting Year						
	Autumn		Spring		Summer	
KS1	How does IT improve our world? Computing systems & networks – IT around us	Pencil or Keyboard? Digital writing	How did you get there? Moving a robot	What makes a good photograph? Digital photography	How does grouping make life easier? Group data	How can we make vehicles move on screen? Introduction to animation
LKS2	How are we connected? Computer systems & networks	What's more important the question or the answer? Branching databases	What impact does change have? Variables in games	When should you use desktop publishing? Desktop publishing	Can technology replace the piano? Sequence in music	What happens if you make the wrong turn? Programming B – Events & actions
UKS2	How is information shared?	How can you bring a model to life? Creating media – 3D modelling	How would you commemorate the life of a significant Victorian?	Paper or screen? Digital literacy – making an eBook for younger children	Can technology replace maths? Databases	Does technology improve fitness? Sensing

	Computer systems & networks		Animated Google Logo to commemorate a historic figure			
--	-----------------------------	--	---	--	--	--

Year B – Even Starting Year						
	Autumn	Spring		Summer		
KS1	What is technology? Computing systems & networks – Technology around us	How does technology affect music? Creating media, making music	How do you communicate with robots? Programming A – Robot Algorithms	Paint brush or paint app? Creating media – photo editing	What do the pictures tell us? Data and information – Pictograms	What happens next? Programming B – introduction to quizzes
LKS2	How does the internet enable learning? Computer systems & networks – The internet	Can you bring a story to life? Creating media – animations	Do I need to repeat myself? Programming A – Repeating in shapes	Can digital changes improve reality? Creating media – Photo editing	‘A camera never lies’ - so does a podcast? Creating media – Audio editing	Is there value in repeating myself? Programming B – repetition in games
UKS2						

	How do we find what we want? Computer systems & networks - Communications	Could vectors improve Banksy's art? Vector drawing	Do you always get out what you put in? Programming A – Selection in physical computing	Internet – Positive or Negative? Use of web page to promote a message	Why edit? Creating media – video editing	What if? What then? Programming B – Selection in quizzes
--	---	--	--	---	--	--