



Computing Long Term Plan



	EFYS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Opportunities in CP – examples of technology (real/roleplay) e.g. phone, oven, computer etc.	Digital Painting	Information Technology Around Us	Connecting Computers	The Internet	Vector Drawing	Communication
Autumn 2	Opportunities in CP – use of technology to draw pictures and label e.g. screen	Programming – Moving a robot	Digital Photography	Desktop publishing	Audio editing	Sharing Information	3D Modelling
Spring 1	Opportunities in CP – use of technology to take pictures e.g. cameras/iPad	Programming – Introduction to animation	Making Music	Stop Frame animation	Photo editing	Video editing	Web page creating
Spring 2	Opportunities in CP – finding the answers to simple questions – yes/no in provision	Digital writing	Pictograms	Branching databases	Data logging	Flat-file database	Spreadsheets
Summer 1	Opportunities in CP – programming Beebots to move	Technology Around Us	Programming – Robot algorithms	Programming – sequence in music	Programming – repetition in shape	Programming – Selection in physical computing	Programming – variables in games
Summer 2	Opportunities in CP – programming Beebots to follow a given map	Grouping data	Programming – Introduction to quizzes	Programming – events and actions	Programming – repetition in games	Programming – selection in quizzes	Programming – sensing