

Computing Long Term Plan 2021-2022

	E-safety	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Incorporated Throughout	Continuous provision	Being creative, changing rolls being healthy learning	Controlling devices following instructions keeping healthy	Controlling devices following instructions keeping healthy	Recording and listening taking pictures	Using technology outside using computers
Year 1	Incorporated Throughout	Computing systems and networks Technology around us	Programming Moving a robot Geography – Here I am	Creating media Digital painting	Data and information Grouping data Science – Everyday materials	Programming Introduction to animation DT – Moving pictures	Creating media Digital writing
Year 2	Incorporated Throughout	Computing systems and networks IT around us	Programming Robot algorithms	Creating media Making music Science – Living things and their habitats	Data and information Pictograms Science – Living things and their habitats	Creating media Digital photography Art – Digital art	Programming Introduction to quizzes
Year 3	Incorporated Throughout	Computing systems and networks Connecting computers	Programming Sequence in music	Data and information Branching databases	Programming Events and actions	Creating media Animation Science – Plants	Creating media Desktop publishing

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				Science – Living organisms		Geography – Investigation mountains and volcanoes	Geography – Looking at Europe
Year 4	Incorporated Throughout	Computing systems and networks The internet	Creating media Photo editing	Data and information Data logging Science – States of matter	Creating media Audio editing Science – Sound	Programming Repetition in shames	Programming Repetition in games
Year 5	Incorporated Throughout	Computing systems and networks Sharing information	Creating Media Vector drawing	Programming Selection in physical computing DT – Mechanisms	Programming Selection in quizzes	Creating media Video editing	Data and information Flat file databases Geography – Climate across the world
Year 6	Incorporated Throughout	Creating Media 3D modelling Art – Sculpture	Programming Variables in games	Computing systems and networks Communication	Data and information Spreadsheets	Programming Sensing Science – Functions of the human body	Creating media Webpage creation
Year 7		Impact of technology – collaborating online respectfully	Networks from semaphores to the Internet	Using media – gaining support for a cause	Modelling data - spreadsheets	Programming essentials in Scratch – part 1	Programming essentials in Scratch – part 2