COMPUTING LONG TERM PLAN 2024 – 2025

AGE PHASE	YEAR Group	AUTUMN		SPRING		SUMMER	
KS1	1	**Computing systems and networks -** Technology around us	**Creating media** - Digital painting **-**	**Programming A -** Moving a robot	**Data and information** Grouping data	**Creating media -** Digital writing	**Programming B -** Programming animations
	2	**Computing systems and networks –** IT around us	**Creating media –** Digital photography	**Programming A –** Robot algorithms	**Data and information –** Pictograms	**Creating media -** Digital music	**Programming B -** Programming quizzes
KS2	3	**Computing systems and networks –** Connecting computers	**Creating media -** Stop-frame animation	**Programming A -** Sequencing sounds	**Data and information –** Branching databases	**Creating media –** Desktop publishing	**Programming B -** Events and actions in programs
	4/5	**Computing systems and networks -** Systems and searching	**Creating media** - Video production	. **Programming A** – Selection in physical computing	**Data and information** – Flat-file databases	**. Creating media** – Introduction to vector graphics	**Programming B** – Selection in quizzes
	5/6	**Computing systems and networks -** Communication and collaboration	**Creating media –** Web page creation	**Programming A –** Variables in games	**Data and information -** Introduction to Spreadsheets	**Creating media –** 3D Modelling	**Programming B -** Sensing movement

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Y1	Y2	Y3	YR4/5	YR5/6
Technology around us Recognising technology in school and using it responsibly. Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally Writing short algorithms and programs for floor robots, and predicting program outcomes. Exploring object labels, then using them to sort and group objects by properties. Using a computer to create and format text, before comparing to writing non-digitally Designing and programming the movement of a character on screen to tell stories.	Identifying IT and how its responsible use improves our world in school and beyond Capturing and changing digital photographs for different purposes. Creating and debugging programs, and using logical reasoning to make predictions. Collecting data in tally charts and using attributes to organise and present data on a computer. Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	Identifying that digital device have inputs, processes, and outputs, and how devices can be connected to make networks. Capturing and editing digital still images to produce a stop-frame animation that tells a story Creating sequences in a block-based programming language to make music. Building and using branching databases to group objects using yes/no questions. Creating documents by modifying text, images, and page layouts for a specified purpose. Writing algorithms and programs that use a range of events to trigger sequences of actions.	Recognising IT systems in the world and how some can enable searching on the internet. Planning, capturing, and editing video to produce a short film. Exploring conditions and selection using a programmable microcontroller. Using a database to order data and create charts to answer questions. Creating images in a drawing program by using layers and groups of objects. Exploring selection in programming to design and code an interactive quiz.	Exploring how data is transferred by working collaboratively online. Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. Exploring variables when designing and coding a game. Answering questions by using spreadsheets to organise and calculate data. Planning, developing, and evaluating 3D computer models of physical objects. Designing and coding a project that captures inputs from a physical device.