



# Computing Long Term Planning



'Our' Place in 'Our' World

Aspiring Entrepreneurs

Inquisitive Investigators

Healthy and Happy Living

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>FS1</b>	<i>Unplugged: Nursery Rhymes Algorithms (Incy Wincy/ Black Sheep)</i>	Green Screen (awareness)	<b>Online Safety</b>	Green Screen (awareness)	Coding (Beebot in provision)	
<b>FS2</b>	<i>Unplugged: Nursery Rhymes Algorithms (Twinkle star/3 Blind Mice)</i>	<b>Algorithms</b> Time (Maths event cards)	<b>Online Safety &amp; Algorithms</b> Time (Maths event cards)		Coding (Beebot in provision)	
<b>Y1</b>	Technology around us (1.1)	Moving a robot (1.3)	Digital Painting (1.2)	Digital Writing (1.5)	Grouping Data (1.4)	Programming Animations (1.6)
<b>Y2</b>	Digital Photography (2.2)	Information technology around us (2.1)	Robot Algorithms (2.3)	Pictograms (2.4)	Making Music (2.5)	Programming quizzes (2.6)
<b>Y3</b>	Connecting Computers (3.1)	Stop Frame Animation (3.2)	Sequencing Sounds (3.3)	Branching Databases (3.4)	Desktop Publishing (3.5)	Events and actions in program (3.6)
<b>Y4</b>	Repetition in Shapes (4.3)	Data logging (4.4)	The internet (4.1)	Audio Editing (4.2)	Photo Editing (4.5)	Repetition in Games (4.6)
<b>Y5</b>	Sharing Information (5.1)	Video Editing (5.2)	Flat-file Databases (5.4)	Selection in Physical Computing (5.3)	Vector Drawing (5.5)	Selection in quizzes (5.6)
<b>Y6</b>	Internet Communication (6.1)	Webpage creation (6.2)	Variables in games (6.3)	Introduction to spreadsheets (6.4)	3D modelling (6.5)	Sensing (6.6)
	<b>x.1</b> Computing Systems and Networks	<b>x.2</b> Creating media	<b>x.3</b> Programming A	<b>x.4</b> Data and Information	<b>x.5</b> Creating Media	<b>x.6</b> Programming B