# Computing Long Term Planning

| 'Our' Place in 'Our' World | Aspiring Entrepreneurs | Inquisitive Investigators | Healthy and Happy Living |
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| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
| FS1 | | *Unplugged*: Nursery Rhymes Algorithms *(Incy Wincy/ Black Sheep)* | **Online Safety** | Green Screen (awareness) | Coding (Beebot in provision) | |
| FS2 | | *Unplugged*: Nursery Rhymes Algorithms *(Twinkle star/3 Blind Mice)* | **Online Safety & Algorithms** Time (Maths events) | | Coding (Beebot in provision) | |
| Y1 | 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) |
| Y2 | 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) |
| Y3 | 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) |
| Y4 | 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) |
| Y5 | 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) |
| Y6 | 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) |
| | **x.1** Computing Systems and Networks | **x.2** Creating media | **x.3** Programming A | **x.4** Data and Information | **x.5** Creating Media | **x.6** Programming B |

*KS1 and 2 NCCE Planning units