

Computing Long-Term Plan – Key Stage 1 and Key Stage 2

Term	Year	Year 1/2	Year 3/4	Year 5/6
Autumn 1	A	Year 1 Unit 1 Computing systems and networks – Technology around us	Year 3 Unit 1. Computing systems and networks – Connecting computers	Year 5 Unit 1. Computing systems and networks - Systems and searching
Autumn 2	A	Year 1 Unit 2 Creating media – Digital painting	Year 3 Unit 2 Creating media - Stop-frame animation	Year 5 Unit 2 Creating media - Video production
Spring 1	A	Year 1 Unit 3 Programming A – Moving a robot	Year 3 Unit 3 Programming A - Sequencing sounds	Year 5 Unit 3 Programming A – Selection in physical computing
Spring 2	A	Year 1 Unit 4 Data and information – Grouping data	Year 3 Unit 4 Data and information – Branching databases	Year 5 Unit 4 Data and information – Flat-file databases
Summer 1	A	Year 1 Unit 5 Creating media – Digital writing	Year 3 Unit 5 Creating media – Desktop publishing	Year 5 Unit 5 Creating media – Introduction to vector graphics
Summer 2	A	Year 1 Unit 6 Programming B - Programming animations	Year 3 Unit 6 Programming B - Events and actions in programs	Year 5 Unit 6 Programming B – Selection in quizzes
Autumn 1	B	Year 2 Unit 1 Computing systems and networks – IT around us	Year 4 Unit 1 Computing systems and networks – The Internet	Year 6 Unit 1 Computing systems and networks - Communication and collaboration
Autumn 2	B	Year 2 Unit 2 Creating media – Digital photography	Year 4 Unit 2 Creating media - Audio production	Year 6 Unit 2 Creating media – Web page creation
Spring 1	B	Year 2 Unit 3 Programming A – Robot algorithms	Year 4 Unit 3 Programming A – Repetition in shapes	Year 6 Unit 3 Programming A – Variables in games
Spring 2	B	Year 2 Unit 4 Data and information – Pictograms	Year 4 Unit 4 Data and information – Data logging	Year 6 Unit 4 Data and information - Introduction to Spreadsheets
Summer 1	B	Year 2 Unit 5 Creating media - Digital music	Year 4 Unit 5 Creating media – Photo editing	Year 6 Unit 5 Creating media – 3D Modelling
Summer 2	B	Year 2 Unit 6 Programming B - Programming quizzes	Year 4 Unit 6 Programming B – Repetition in games	Year 6 Unit 6 Programming B - Sensing movement