

Computing Long term Plan 2022-24

Subject and Topic	Reception	Year 1/2	Year 1/2	Year 3/4	Year 3/4	Year 5/6	Year 5/6
Computing	These objectives will be covered during child initiated play and teacher led time in the computer suite Knows how to operate simple equipment (turns on and uses cd player) Knows that information can be retrieved from computers Completes a simple computer programme (this will aLso be the IWB) Recognises a range of technology is used in home and schools	Unit 1a: Computing systems and networks - Technology around us Unit 2a: Creating media - Digital painting Unit 3a: Programming A - Moving a robot Unit 4a: Data and information - Group data Unit 5a: Creating media - Digital writing Unit 6a: Programming B - Programming animation	Unit 1b: Computing systems and networks - Information technology around us Unit 2b: Creating media - Digital photography Unit 3b: Programming A - Robot algorithms Unit 4b: Data and information - Pictograms Unit 5b: Creating media - Digital music Unit 6b: Programming B - Programming quizzes	Unit 1a: Computing systems and networks - Connecting computers Unit 2a: Creating media - Stop frame animation Unit 3a: Programming A - Sequencing sounds Unit 4a: Data and information - Branching databases Unit 5a: Creating media -Desktop publishing Unit 6a: Programming B - Events and actions in programs	Unit 1b: Computing systems and networks - The internet Unit 2b: Creating media - Audio production Unit 3b: Programming A - Repetition in shapes Unit 4b: Data and information - data logging Unit 5b: Creating media - Photo editing Unit 6b: Programming B - Repetition in games	Unit 1a: Computing systems and networks - Systems and searching us Unit 2a: Creating media - Video production Unit 3a: Programming A - Selection in physical computing Unit 4a: Data and information - Flat-file database Unit 5a: Creating media - Introduction to vector graphics Unit 6a: Programming B - Selection in quizzes	Unit 1b: Computing systems and networks - Communication and collaboration Unit 2b: Creating media - Webpage creation Unit 3b: Programming A - Variables in games Unit 4b: Data and information - Introduction to spreadsheets Unit 5b: Creating media - 3D modelling Unit 6b: Programming B - Sensing movement
	Ongoing - online safety.	Ongoing - online safety.	Ongoing - online safety.	Ongoing - online safety.	Ongoing - online safety.	Ongoing - online safety.	Ongoing - online safety.