Computing Long Term Plan

Cycle A (2026 - 2027)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 / 2	**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
Year 3 / 4	**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
Year 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
Year 6	Computing Systems and Networks Communication and collaboration	Creating Media Web page creation	Programming A Variables in games	Data and Information Spreadsheets	Creating Media 3d modelling	Programming B Sensing movement

Computing Objectives
Cycle A (2026 - 2027)

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 / 2 Cycle A	**Computing Systems and Networks** **Technology around us** • I can identify technology • I can identify a computer and its main parts • I can use a mouse in different ways • I can use a keyboard to type on a computer • I can use the keyboard to edit text • create rules for using technology responsibly	**Creating Media** **Digital Painting** • I can describe what different freehand tools do • I can use the shape tool and the line tools • I can make careful choices when painting a digital picture • I can explain why I chose the tools I used • I can use a computer on my own to paint a picture • I can compare painting a picture on a computer and on paper	**Programming A** **Moving a robot** • I can explain what a given command will do • I can act out a given word • I can combine 'forwards' and 'backwards' commands to make a sequence • I can combine four direction commands to make sequences • I can plan a simple program • I can find more than one solution to a problem	**Data and Information** **Grouping data** • I can label objects • I can identify that objects can be counted • I can describe objects in different ways • I can count objects with the same properties • I can compare groups of objects • I can answer questions about groups of objects	**Creating Media** **Digital writing** • I can use a computer to write • I can add and remove text on a computer • I can identify that the look of text can be changed on a computer • I can make careful choices when changing text • I can explain why I used the tools that I chose • I can compare typing on a computer to writing on paper	**Programming B** **Programming animations** • I can choose a command for a given purpose • I can show that a series of commands can be joined together • I can identify the effect of changing a value • I can explain that each sprite has its own instructions • I can design the parts of a project • I can use my algorithm to create a program

Computing Objectives
Cycle A (2026 - 2027)

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3 / 4 Cycle A	**Computing Systems and Networks** **Connecting Computers** • I can explain how digital devices function • I can identify input and output devices • I can recognise how digital devices can change the way that we work • I can explain how a computer network can be used to share information • I can explore how digital devices can be connected • I can recognise the physical components of a network	**Creating Media** **Stop frame animation** • I can explain that animation is a sequence of drawings or photographs • I can e relate animated movement with a sequence of images • I can plan an animation • I can identify the need to work consistently and carefully • I can review and improve an animation • I can evaluate the impact of adding other media to an animation	**Programming A** **Sequencing Sounds** • I can explore a new programming environment • I can identify that commands have an outcome • I can explain what 'repeat' means • I can explain that a program has a start • I can recognise that a sequence of commands can have an order • I can change the appearance of my project • I can create a project from a task description	**Data and Information** **Branching Databases** • I can create questions with yes/no answers • I can identify the attributes needed to collect data about an object • I can create a branching database • I can explain why it is helpful for a database to be well structured • I can plan the structure of a branching database • I can independently create an identification tool	**Creating Media** **Desktop Publishing** • I can recognise how text and images convey information • I can recognise that text and layout can be edited • I can choose appropriate page settings • I can add content to a desktop publishing publication • I can consider how different layouts can suit different purposes • I can consider the benefits of desktop publishing	**Programming B** **Events and actions in programs** • I can explain how a sprite moves in an existing project • I can create a program to move a sprite in four directions • I can adapt a program to a new context • I can develop my program by adding features • I can identify and fix bugs in a program • I can design and create a maze-based challenge

Computing Objectives
Cycle A (2026 - 2027)

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5 Cycle A	**Computing Systems and Networks** **Systems and Searching** • I can explain that computers can be connected together to form systems • I can recognise the role of computer systems in our lives • I can identify how to use a search engine • I can describe how search engines select results • I can explain how search results are ranked • I can recognise why the order of results is important, and to whom	**Creating Media** **Video Production** • I can explain what makes a video effective • I can use a digital device to record video • I can capture video using a range of techniques • I can create a storyboard • I can identify that video can be improved through reshooting and editing • I can consider the impact of the choices made when making and sharing a video	**Programming A** **Selection in physical Computing** • I can control a simple circuit connected to a computer • I can write a program that includes count-controlled loops • I can explain that a loop can stop when a condition is met • I can explain that a loop can be used to repeatedly check whether a condition has been met • I can design a physical project that includes selection • I can create a program that controls a physical computing project	**Data and Information** **Flat File Databases** • I can use a form to record information • I can compare paper and computer-based databases • I can outline how you can answer questions by grouping and then sorting data • I can explain that tools can be used to select specific data • I can explain that computer programs can be used to compare data visually • I can use a real-world database to answer questions	**Creating Media** **Introduction to Vector Graphics** • I can identify that drawing tools can be used to produce different outcomes • I can create a vector drawing by combining shapes • I can use tools to achieve a desired effect • I can recognise that vector drawings consist of layers • I can group objects to make them easier to work with • I can apply what I have learned about vector drawings	**Programming B** **Selection in quizzes** • I can explain how selection is used in computer programs • I can relate that a conditional statement connects a condition to an outcome • I can explain how selection directs the flow of a program • I can design a program that uses selection • I can create a program that uses selection • I can evaluate my program

Computing Objectives
Cycle A (2026 - 2027)

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6 **Cycle A**	**Computing Systems and Networks** **Communication and collaboration** • I can explain the importance of internet addresses • I can recognise how data is transferred across the internet • I can explain how sharing information online can help people to work together • I can evaluate different ways of working together online • I can recognise how we communicate using technology • I can evaluate different methods of online communication	**Creating Media** **Web page creation** • I can review an existing website and consider its structure • I can plan the features of a web page • I can consider the ownership and use of images (copyright) • I can recognise the need to preview pages • I can outline the need for a navigation path • I can recognise the implications of linking to content owned by other people	**Programming A** **Variables in games** • I can define a 'variable' as something that is changeable • I can explain why a variable is used in a program • I can choose how to improve a game by using variables • I can design a project that builds on a given example • I can use my design to create a project • I can evaluate my project	**Data and Information** **Spreadsheets** • I can create a data set in a spreadsheet • I can build a data set in a spreadsheet • I can explain that formulas can be used to produce calculated data • I can apply formulas to data • I can create a spreadsheet to plan an event • I can choose suitable ways to present data	**Creating Media** **3d modelling** • I can recognise that you can work in three dimensions on a computer • I can identify that digital 3D objects can be modified • I can recognise that objects can be combined in a 3D model • I can create a 3D model for a given purpose • I can plan my own 3D model • I can create my own digital 3D model	**Programming B** **Sensing movement** • I can create a program to run on a controllable device • I can explain that selection can control the flow of a program • I can update a variable with a user input • I can use an conditional statement to compare a variable to a value • I can design a project that uses inputs and outputs on a controllable device • I can develop a program to use inputs and outputs on a controllable device