



## Computing Long Term Plan

Cycle A (2024 - 2025)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1 / 2</b>	Computing Systems and Networks Technology around us	Creating Media Digital painting	Creating Media Digital writing	Data and Information Grouping Data	Programming A Moving a robot	Programming B Introduction to animation
<b>Year 3 / 4</b>	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
<b>Year 5</b>	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
<b>Year 6</b>	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