



Together, we aim high; with God's love, we can fly.

St. Ann's Church of England Primary School

COMPUTING LONG TERM PLAN

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Reception	Technology Around Me	Sequence Games – Giving Instructions	Creativity with iPads	Same or Different Sorting Activities	Programmable Toys – Codapillar	Photo book – Transition (e.g. Tapestry)
Year 1	Computing Systems and Networks: Technology Around Us	Programming A: Moving a Robot	Creating Media: Digital Painting	Data and Information: Grouping Data	Programming B: Programming Animations	Creating media: Digital writing
Year 2	Computing Systems and Networks: IT Around Us	Programming A: Robot Algorithms	Creating Media: Digital Photography	Data and Information: Pictograms	Programming B - Programming quizzes: Introduction to Quizzes	Creating media: Digital music
Year 3	Computing Systems and Networks: Connecting Computers	Programming A: Sequencing Sounds	Creating Media: Stop Frame Animation	Data and Information: Branching Databases	Programming B: Events and Actions	Creating media: Desktop Publishing
Year 4	Computing Systems and Networks: The Internet	Programming A: Repetition in Shapes	Creating Media: Audio Editing	Data and Information: Data Logging	Programming B: Repetition in Games	Creating Media: Photo Editing
Year 5	Computing Systems and Networks: Systems and Searching	Programming A: Selection in Physical Computing	Creating media: Introduction to Vector Graphics	Data and Information: Flat-file Databases	Programming B: Selection in Quizzes	Creating Media: Video Production
Year 6	Computing Systems and Networks: Communication and Collaboration	Programming A: Variable in Games	Creating Media: 3D Modelling	Data and Information: Spreadsheets	Programming B: Sensing movement	Creating Media: Web Page Creation