

Computing Long Term Planning

Year 1					
Technology around us Recognising technology in school and using it responsibly	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Coding Discovery Education - Block Coding unit Level 1
Project Evolve 'Education for a Connected World' – 10 units					
Year 2					
Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms (Beebots) Creating and debugging programs, and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Coding Discovery Education - Block Coding unit Level 2
Project Evolve 'Education for a Connected World' – 11 units					
Year 3					
Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Coding Discovery Education - Block Coding unit Level 3	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Coding Discovery Education - Block Coding unit Level 4
Project Evolve 'Education for a Connected World' – 10 units					

Year 4					
The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Coding Discovery Education - Block Coding unit Level 5
Project Evolve 'Education for a Connected World' – 12 units					
Year 5					
Systems and searching Recognising IT systems around us and how they allow us to search the internet.	Video production Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller. TO BE REVIEWED	Flat-file databases Using a database to order data and create charts to answer questions.	Vector drawing Creating images in a drawing program by using layers and groups of objects.	Coding Discovery Education - Python - Introduction to Python
Project Evolve 'Education for a Connected World' – 14 units					
Year 6					
Communication and collaboration Identifying and exploring how data is transferred and information is shared online.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Coding Discovery Education - Python – Random numbers and simulations	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing Designing and coding a project that captures inputs from a physical device.
Project Evolve 'Education for a Connected World' – 19 units					