

## Long Term Overview Computing

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Technology around us	Information technology around us	Connecting Computers	The Internet	Systems and Networks (systems and searching)	Communication
Autumn 2	Creating Media - Digital Painting	Digital photography	Stop-frame Animation	Audio Editing	Creating Media - Vector graphics	3D Modelling
Spring 1	Creating media - Digital writing	Making Music	Desktop publishing	Photo Editing	Creating Media - video editing	Web Page Creation
Spring 2	Grouping Data	Pictograms	Branching databases	Data Logging	Data and Information - fact files	Introduction to Spreadsheets
Summer 1	Programming A - Moving a robot	Programming A - Robot algorithms	Programming A - Sequencing sounds	Programming A - Repetition in shapes	Programming A - Selection in physical computing	Programming A - Variables in games
Summer 2	Programming B - Programming animations	Programming quizzes	Programming B - Events and actions in programs	Repetition in games	Programming B - Selection in quizzes	Programming B - Sensing