

## Computing Long Term Plan

### Snowdon Y1

Autumn Term		Spring Term		Summer Term	
Computing Systems & Networks: Technology around us	Creating Media: Digital painting	Programming A: Moving a Robot	Data & Information: Grouping Data	Creating Media: Digital Writing	Programming B: Programming Animations

\*On going E-safety:

- Keeping personal information private
- Recognising safe/unsafe content and where to get help
- Safe passwords
- Respectful communication
- Reporting concerns

## Olympus 2-Year Cycle Science

	Autumn Term		Spring Term		Summer Term	
Cycle A	Computing Systems & Networks: IT around us (Year 2)	Creating Media: Stop frame animation (Year 3)	Programming A: Robot Algorithms (Year 2)	Data & information: Branching Databases (Year 3)	Creating Media: Digital Music (Year 2)	Programming B: Events & Actions in programmes (Year 3)
Cycle B	System and networks: Connecting computers (Year 3)	Creating Media: Digital photography (Year 2)	Programming A: Sequencing sounds (Year 3)	Data and information: Picrograms (Year 2)	Creating Media: Desktop Publishing (Year 3)	Programming B: Programming Quizzes (Year 2)
E safety:						

## Everest 3-Year Cycle

	Autumn Term		Spring Term		Summer Term	
Cycle A	System and networks: The internet (Year 4)	Creating media: Video Editing (Year 5)	Programming A: Repetition in shapes- scratch (Year 4)	Data and information: Data Logging (Year 5)	Creating Media: Vector Drawing (Year 4)	Programming B: Selection in quizzes (Year 5)
Cycle B	System and networks: Sharing information (Year 6)	Creating Media: Photo editing (Year 4)	Programming A: Selection in physical computing (Year 6)	Data and information: Flat-file databases (Year 6)	Creating media: Audio editing (Year 4)	Programming B: Repetition in games (Year 5)
Cycle C	System and networks: communication and collaboration (Year 5)	Creating media: 3D Modelling (Year 6)	Programming A: Variables in games (Year 6)	Data and information: Spread Sheets (Year 5)	Creating media: Desktop publishing (Year 6)	Programming B: Sensing (Year 6)