



Computing Long Term Overview



Class 1-One Year Cycle (Reception and Year 1)

Autumn	Spring	Summer
E Safety Technology Around Us	Digital Painting Moving a Robot	Digital Writing Programming Animations

Class 2-Two Year Cycle (Year 2, Year 3, Year 4)

Autumn A	Spring A	Summer A	Autumn B	Spring B	Summer B
E Safety Information Technology Around Us	Digital Photography Robot Algorithms	Pictograms Programming Quizzes	E Safety Connecting Computers	Stop Frame Animation Branching Databases	Desktop Publishing Events and actions in programs

Class 3-Two Year Cycle (Year 4, Year 5, Year 6)

Autumn A	Spring A	Summer A	Autumn B	Spring B	Summer B
E Safety	Video Production	Flat File Databases	E Safety	Variables in Games	3D Modelling
Systems and Searching	Selection in physical computing – Programming A	Introduction to Vector Graphics	Webpage Creation	Introduction to Spreadsheets	Sensing Movement