

Computing Long Term Plan 2022-23

Year Group	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS Operate simple equipment Autumn Photographs Ipads to record storytelling	2 Paint Firework Pictures	IPads - Photography	Investigate and use a range of technology used in places such as homes and schools Simple computer programs- Beebot/ 2 Simple Draw	Using the ipads for investigative research linked to minibeasts To use the blue-bots (programmed by the ipads) to complete a simple program navigating bluebot on a journey (journey of a minibeast)	Selects appropriate applications that support an identified need - uses video/ photography to document a special event or trip	
1	Computing Systems and Networks - Technology around us	Creating Media - Digital Painting	Creating Media - Digital Writing	Data and Information - Grouping Data	Programming A - Moving a Robot	Programming B - Introduction to Animation
2	Computing Systems and Networks - IT around us	Creating Media - Digital Photography	Creating Media - Making Music	Data and Information - Pictograms	Programming A - Robot Algorithms	Programming B - An introduction to quizzes
3	Computing Systems and Networks- connecting computers	Creating Media- Animation	Creating media- Desktop Publishing	Data and Information (Branching Databases)	Programming A (Sequencing Music)	Programming B - Events and Actions
4	Computing Systems and Networks - The Internet	Creating Media- Audio editing	Creating Media- Photo editing	Data and Information- Data logging	Programming A- repetition in shapes	Programming B - Repetition in Games
5	Computing Systems and Networks - Sharing Information	Creating Media - Vector Drawing	Creating Media - Video Editing	Data and Information - Flat-file Databases	Programming A - Selection in Physical Computing	Programming B - Selection in Quizzes
6	Computing Systems and Networks- Communication	Creating Media - 3D Modelling	Creating Media - Web page creation	Data and Information - Spreadsheets	Programming A - Variables in Games	Programming B - Sensing