



# Computing Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 and 2 Cycle A	Technology Around Us	Digital Painting	Moving a Robot	Information Technology Around Us	Digital Writing	Robot Algorithms
Year 1 and 2 Cycle B	Grouping Data	Digital Photography	Programming Animations	Pictograms	Digital Music	Programming Quizzes
Year 3 and 4 Cycle A	Connecting Computers	Stop Frame Animation	Sequencing Sounds	The Internet	Desktop Publishing	Repetition in Games
Year 3 and 4 Cycle B	Branching Databases	Audio Production	Events and Actions in Programs	Data Logging	Photo Editing	Repetition in Shapes
Year 5 and 6 Cycle A	Flat File Databases	Vector Drawing	Selection in Physical Computing	Spreadsheets	3D Modelling	Selection in Quizzes
Year 5 and 6 Cycle B	Systems and Searching	Video Production	Variables in Games	Communication and Collaboration	Web Page Creation	Sensing Movement