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| **Long Term Plan 2023-2024: Computing** | | | | | | |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **EYFS** | Technology around us – in school | Creativity with iPads | Sequence games | Same/Different Sorting activities | Look at my learning journey (Tapestry) | Programmable toys (Beebot/Codeapillar) |
| **Y1** | Technology all around us | Digital Painting | Moving a robot | Grouping data | Digital writing | Programming animations |
| **Y2** | Information technology around us | Digital photography | Robot algorithms | Pictograms | Making music | An introduction to quizzes |
| **Y3** | Connecting Computers | Stop-frame animation | Sequence in music | Branching databases | Desktop publishing | Events and actions |
| **Y4** | The Internet | Audio editing | Repetition in shapes | Data logging | Photo editing | Repetition in games |
| **Y5** | Sharing information | Vector drawing | Selection in physical computing | Flat-file databases | Video editing | Selection in quizzes |
| **Y6** | Communication | 3D Modelling | Variables in games | Introduction to spreadsheets | Web page creation | Sensing |

**Key Focus**

**Computer systems and networks Creating Media Data and Information Computer Science & Programming**