

Computing Long Term Plan - Overview

	Autumn Term		Spring Term		Summer Term	
Cycle A	Connecting Systems and Networks	Creating Media	Programming A	Data & Information	Creating Media	Programming B
Year 3	Connecting Computers	Stop-frame animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in programs
Year 4	The Internet	Audio Editing	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Sharing Information	Video Editing	Selection in Physical Computing	Flat-file Databases	Vector Drawing	Selection in Quizzes
Year 6	Internet Communication	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing