

Computing Progression in learning Long Term Plan

Cycle A	Year 1/2	Year 3/4	Year 5/6
Term 1	Networks and Systems Parts of a computer & Info tech	Networks and Systems Inputs and outputs and how networks are connected & The Internet	Networks and Systems Computer systems and working collaboratively online
Term 2	Creating Media first unit Digital painting	Creating Media first unit Desktop publishing	Creating Media first unit Vector drawing
Term 3	Programming	Programming Introduction to Scratch Sequence, creating a piano	Programming Selection in physical computing (Crumble controllers)
Term 4	Data Pictograms	Data Branching databases	Data Flat file databases
Term 5	Creating Media second unit Digital writing	Creating Media second unit Audio production	Creating Media second unit 3D Modelling
Term 6	Programming second unit Programming animations	Programming second unit Repetition using Logo	Programming second unit Variables in games
Cycle B	Year 1/2	Year 3/4	Year 5/6
Term 1	Networks and Systems Parts of a computer & Info Tech	Networks and Systems World Wide Web	Networks and Systems How search engines work, how results are ranked, online communication
Term 2	Creating Media first unit Digital writing	Creating Media first unit Photo editing	Creating Media first unit Video production
Term 3	Programming	Programming	Programming Selection in quizzes
Term 4	Data Pictograms	Data Data logging	Data Spreadsheets
Term 5	Creating Media	Creating Media	Creating Media

	Digital music	Stop Frame Animation	Webpage creation
Term 6	Programming second unit Programming animations	Programming second unit Repetition in games	Programming second unit Variables in games