

Benjamin Adlard Primary School Computing Long Term Plan

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
	<u>Technology</u>	<u>Digital Literacy</u>	<u>Data Handling (CS)</u>	<u>Digital Literacy</u>	<u>Computer Science</u>	<u>Computer Science</u>
<u>Reception</u>	Baseline	All about instructions	Exploring Hardware	Beebots	Data Handling	Using a computer
<u>Year 1</u>	Technology around us	Digital painting	Grouping Data	Digital writing	Moving a robot	Programming animations
<u>Year 2</u>	Information technology around us	Digital photography	Pictograms	Making music	Robot algorithms	An introduction to quizzes
<u>Year 3</u>	Connecting computers	Stop frame animation	Data logging (Y4 unit)	Desktop publishing	Sequence in music	Events and actions
<u>Year 4</u>	The internet	Audio editing	Branching databases (Y3 unit)	Photo editing	Repetition in shapes	Repetition in games
<u>Year 5</u>	Sharing information	Video editing	Flat file databases	Vector drawing	Selection in physical computing (Crumbles Kits)	Selection in quizzes
<u>Year 6</u>	Communication	Web page creation	Introduction to spreadsheets	3D modelling	Variables in games	Sensing (micro:bit kits)