

Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Computer Science What is an algorithm? Predicting outcomes Debugging	Media Documents Pictures	Data Handling Sorting data Pictograms Y2- Yes and no sorting	Information Literacy	Computer Science What is an algorithm? Predicting outcomes Debugging	Media Create pieces of music
Year 3/4	Computer Science Year 3- Inputs and repetition Year 4- Selection	Media Formatting Documents Pictures/ videos	Data Handling Y3- Graphs Both –Databases Y4- Spreadsheets	Information Literacy	Computer Science Year 3- Inputs and repetition Year 4- Selection	Media Animation
Year 5/ 6	Computer Science- Y5-Variables Y6- Programs for a purpose/ gaming guides	Media Camera angles/ transitions What makes a good presentation? Y6- Evaluate the effectiveness of Media in our presentations	Data Handling Collect data Databases Spreadsheets Graphs Y6- Create and test a hypothesis	Information Literacy	Computer Science- Variables Micro: Bic Y6- Create a program for a physical device	Media Audio and Sound 3D graphics

- E Safety is discreetly taught once at least every half term. However, we also believe that E Safety and how to keep yourself safe should be reinforced continually through classroom discussions

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