

Christ Church C of E Primary Computing

Long Term Plan

Vision

At Christ Church C of E Primary School, we recognise that digital technology and computing are an integral part of life in the 21st century and as a result we strive to ensure that our children leave us having the knowledge, confidence and understanding to thrive and be active, safe and responsible participants in our fast-paced digital world.

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1	Technology around us	Digital Painting	Moving a robot	Grouping Data	Digital writing	Programming in animations
Year 2	Information technology around us	Digital Photography	Robot algorithms	Pictograms	Digital Music	Programming quizzes
Year 3	Connecting Computer	Stop-frame animation	Sequencing sounds	Branching databases	Desktop Publishing	Events and actions in games
*Year 4	The Internet	Programming Meet Microbit (Cyber Future)	Audio Production	Programming Micro Games (Cyber Future)	Photo editing	Data and Information Data logging (Cyber Future)
Year 5	Systems and Searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
Year 6	Communication and Collaboration	Webpage Creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement

* Year 4's units are organised slightly differently as they have had the opportunity to work with Pates Cyber Future project. These alternative units still link in with the Teach Computing curriculum well.