



Computing Long-term Overview

	Autumn 1 Computing systems and networks	Autumn 2 Creating media	Spring 1 Programming A	Spring 2 Data and Information	Summer 1 Creating media	Summer 2 Programming B
Year 3	<u>Connecting Computers</u>	<u>Stop-frame animation</u>	<u>Sequencing sounds</u>	<u>Branching databases</u>	<u>Desktop publishing</u>	<u>Events and actions in programs</u>
Year 4	<u>The internet</u>	<u>Audio Production</u>	<u>Repetition in shapes</u>	<u>Data logging</u>	<u>Photo editing</u>	<u>Repetition in games</u>
Year 5	<u>Sharing information</u>	<u>Video Production</u>	<u>Selection in physical computing</u>	<u>Flat-file databases</u>	<u>Vector drawing</u>	<u>Selection in quizzes</u>
Year 6	<u>Internet communication</u>	<u>Webpage creation</u>	<u>Variables in games</u>	<u>Introduction to spreadsheets</u>	<u>3D modelling</u>	<u>Sensing</u>



	Autumn 1	Autumn 2
Year 3	<p><u>Connecting Computers</u> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p><u>Stop-frame animation</u> Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>
Year 4	<p><u>The internet</u> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p><u>Audio Production</u> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>
Year 5	<p><u>Sharing information</u> Recognising IT systems around us and how they allow us to search the internet.</p>	<p><u>Video Production</u> Planning, capturing, and editing video to produce a short film.</p>
Year 6	<p><u>Internet communication</u> Identifying and exploring how data is transferred and information is shared online.</p>	<p><u>Webpage creation</u> Designing and creating web pages, giving consideration to copyright, aesthetics, and navigation.</p>

	Spring 1	Spring 2



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Year 3	<p><u>Sequencing sounds</u> Creating sequences in a block-based programming language to make music.</p>	<p><u>Branching databases</u> Building and using branching databases to group objects using yes/no questions.</p>
Year 4	<p><u>Repetition in shapes</u> Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p><u>Data logging</u> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>
Year 5	<p><u>Selection in physical computing</u> Exploring conditions and selection using a programmable microcontroller.</p>	<p><u>Flat-file databases</u> Using a database to order data and create charts to answer questions.</p>
Year 6	<p><u>Variables in games</u> Exploring variables when designing and coding games.</p>	<p><u>Introduction to spreadsheets</u> Answering questions by using spreadsheets to organise and calculate data.</p>

	Summer 1	Summer 2
Year 3	<p><u>Desktop publishing</u> Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p><u>Events and actions in programs</u> Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
Year 4	<p><u>Photo editing</u> Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p><u>Repetition in games</u> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>



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Year 5	<u>Vector drawing</u> Creating images in a drawing program by using layers and groups of objects.	<u>Selection in quizzes</u> Exploring selection in programming to design and code an interactive quiz.
Year 6	<u>3D modelling</u> Planning, developing, and evaluating 3D computer models of physical objects.	<u>Sensing</u> Designing and coding a project that captures inputs from a physical device.