



## Computing Long-term Overview

	<b>Autumn 1</b> Computing systems and networks	<b>Autumn 2</b> Creating media	<b>Spring 1</b> Programming A	<b>Spring 2</b> Data and Information	<b>Summer 1</b> Creating media	<b>Summer 2</b> Programming B
Cycle 1	<u>Technology around us</u>	<u>Digital painting</u>	<u>Moving a robot</u>	<u>Grouping data</u>	<u>Digital writing</u>	<u>Programming animations</u>
Cycle 2	<u>Information technology around us</u>	<u>Digital photography</u>	<u>Robot algorithms</u>	<u>Pictograms</u>	<u>Making music</u>	<u>Programming quizzes</u>



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	Autumn 1	Autumn 2
Cycle 1	<b><u>Technology around us</u></b> Recognising technology in school and using it responsibly.	<b><u>Digital painting</u></b> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.
Cycle 2	<b><u>Information technology around us</u></b> Identifying IT and how its responsible use improves our world in school and beyond.	<b><u>Digital photography</u></b> Capturing and changing digital photographs for different purposes.

	Spring 1	Spring 2
Cycle 1	<b><u>Moving a robot</u></b> Writing short algorithms and programs for floor robots, and predicting program outcomes.	<b><u>Grouping data</u></b> Exploring object labels, then using them to sort and group objects by properties.
Cycle 2	<b><u>Robot algorithms</u></b> Creating and debugging programs, and using logical reasoning to make predictions.	<b><u>Pictograms</u></b> Collecting data in tally charts and using attributes to organise and present data on a computer.

	Summer 1	Summer 2
Cycle 1	<b><u>Digital writing</u></b>	<b><u>Programming animations</u></b>



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	Using a computer to create and format text, before comparing to writing non-digitally.	Designing and programming the movement of a character on screen to tell stories.
Cycle 2	<b><u>Making music</u></b> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<b><u>Programming quizzes</u></b> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.