Woodland Primary School
Long Term Plan for Computing

	FS1	FS2	Y1	Y2	Y3	Y4	Y5	Y6
Autumn	Safe Use	Safe Use	Computing Systems and Networks - Technology Around Us	Computing Systems and Networks - IT around us	Computing Systems and Networks - Connecting Computers	Computing Systems and Networks - The Internet	Computing Systems and Networks - Systems and Searching	Computing Systems and Networks - Communication and Collaboration
			Creating Media - Digital Painting	Creating Media - Digital Photography	Creating Media - Stop-frame animation	Creating Media - Audio Production	Creating Media - Video Production	Creating Media - Web Page Creation
Spring	Digital Literacy Computing Systems	Digital Literacy Computing Systems	Programming A - Moving a robot	Programming A - Robot Algorithms	Programming A - Sequencing Sounds	Programming A - Repetition in shapes	Programming A - Selection in Physical Computing	Programming A - Variables in Games
			Data and Information - Grouping Data	Data and Information - Pictograms	Data and Information - Branching databases	Date and Information - Data Logging	Data and Information - Flat-file databases	Data and Information - Introduction to Spreadsheets
Summer	Programming Coding	Programming Coding	Creating Media - Digital Writing	Creating Media - Digital Music	Creating Media - Desktop Publishing	Creating Media - Photo Editing	Creating Media - Introduction to Vector Graphics	Creating Media - 3D Modelling
			Programming B - Programming animations	Programming B - Programming Quizzes	Programming B - Events and Actions in Programs	Programming B - Repetition in Games	Programming B - Selection in Quizzes	Programming B - Sensing Movement