Computing-Long term planning overview



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	DINOSAURS	TRADITIONAL	COMPUTERS IN	PLANTS AND	HANDA'S SURPRISE	SEA AND COAST
		<u>STORIES</u>	EVERYDAY LIFE	<u>ANIMALS</u>		<u>COMMUNICATION</u>
	Multimedia text and				Multimedia sound	
	images	Coding and	Technology in our	Coding and	and motion	
	(Multimedia sound and motion Handling data)	programming	lives	programming	(Multimedia text and	Online safety
Year 2	OLIVER'S VEGETABLES	FAIRY TALES	zoos	OURSELVES	images) HABITATS	(Handling data) PIRATES
100.2	<u>OLIVER O VEGETABLES</u>	171111 171223	<u> 2003</u>	OORSELVES	117.0117.110	11101125
	Coding and	Coding and	Technology in our			
	programming	programming	lives	Online safety	Handling data	Online safety
Year 3	DESKTOP PUBLISHING	PIVOT ANIMATION	PROGRAMMING IN	COMPUTER	STOP MOTION	PROGRAMMING
			<u>SCRATCH</u>	<u>NETWORKS</u>		EVENTS AND
						<u>ACTIONS</u>
	Multimedia text and	Multimedia sound	Coding and	Technology in our	Coding and	Coding and
	images	and motion	programming	lives	programming	programming
Year 4	MULTIMEDIA	PROGRAMMING A	EDBLOCKS- ROBOTS	CREATING MEDIA-	NETWORKS AND	CREATING MEDIA-
	<u>PRESENTATIONS</u>	SCREEN TURTLE		PHOTO EDITING	THE INTERNET	AUDIO EDITING
						Multimedia sound
	Multimedia text and	Coding and	Coding and	Multimedia text and	Technology in our	and motion
	images	programming	programming	images	lives	(Data handling)
Year 5	KODU GAME LAB	ARCHITECHS	VECTOR DRAWING	EDSCRATCH-	COMMUNICATION	VARIABLES IN GAMES
100.5	KODO OMINIE EMB	ARCHITECHS	VEGICIN DIVINIC	ROBOTS	COMMICIATION	THE TOTAL OF THE
				<u> </u>		
	Coding and	Multimedia text and	Multimedia text and	Coding and	Technology in our	Coding and
	programming	images	images	programming	lives	programming
Year 6	WEB DESIGN	WEARABLE TECH	MOVIE CREATION	PROGRAMMABLE	EDCREATE- ROBOTS	<u>SPREADSHEETS</u>
				<u>LANGUAGES</u>		
	Multimedia text and	Multimedia sound	Multimedia sound	Coding and	Coding and	
	images	and motion	and motion	programming	programming	Data Handling

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