

## Computing: Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Y2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Making music	Programming quizzes
Y3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Y4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Y5	Sharing information	Video production	Selection in physical computing	Flat-file databases	Vector drawing	Selection in quizzes
Y6	Internet communication	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing