



Computing Layer 1: Whole-school Long-term Plan

Multi-media Programming Data Digital Literacy Information Technology

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1	Digital painting	 Grouping data Jessie & Friends Ep2 (2 sessions)	Programming A - Moving a robot	Technology around usDigiduck's Big decision	Digital writing	Programming B - Programming animations
2	 Digital photography Jessie and Friends Ep3 (2 sessions) 	• Pictograms	 Programming A -Robot Algorithms Smartie the Penguin(Bk 2) 	Making music Detective Digiduck	Information Technology around us	Programming B - Introduction to quizzes
3	Desktop publishing (ppt and Word)The Smart Crew L1	Branching databases The Smart Crew L2	Programming A - Sequence in MusicThe Smart Crew L3	Stop frame animation The Smart Crew L5	Connecting computers	Programming B -Events and ActionsThe Smart Crew L4
4	Vector drawing	 Communicating on the internet P/word Power up Clickbait ThinkUknow 8-10s Play like share (3 lessons) 	Programming A - Repetition in shapes	Audio editing	The internet Explorers.com	Programming B- Repetition in games
5	 Photo editing Gender stereotypes online Commonsense copyright lesson 	Flatfile databases Trust me resource - content	Programming A - Physical computing	 3D Modelling Keeping games fun and friendly Caught in the Web	Sharing information	Programming B- Selection in quizzes
6	Web page creation Trust me resources - contact	Spreadsheets Let's fight it together	Programming A Variation in gamesIs it cyberbullying?	Video editing Live streaming	 Communication Just a joke? (instead of last 2 lessons) 	Programming B -Sensing physical computing