Computing Overview / Long Term Planning

	Autumn		Spring		Summer	
	Computing Systems & Networks	**Creating Media**	**Creating Media**	**Data & information**	**Programming**	
Y3	**Connecting Computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Stop-Frame Animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Branching Databases** Building and using branching databases to group objects using yes/no questions.	**Sequencing Sounds** Creating sequences in a block-based programming language to make music.	**Events & Actions** Writing algorithms and programs that use a range of events to trigger sequences of actions.
Y4	**The Internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Audio Production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered	**Photo Editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Data Logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Repetition in Shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Repetition in Games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Y5	**Systems & Searching** Recognising IT systems around us and how they allow us to search the internet	**Video Production** Planning, capturing, and editing video to produce a short film.	**Vector Drawing** Creating images in a drawing program by using layers and groups of objects.	**Flat-File Databases** Using a database to order data and create charts to answer questions.	**Selection in Physical Computing** Exploring conditions and selection using a programmable microcontroller.	**Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz.
Y6	**Communication & Collaboration** Identifying and exploring how data is transferred and information is shared online.	**3D Modelling** Planning, developing, and evaluating 3D computer models of physical objects.	**Webpage Creation** Designing and creating web pages, giving consideration to copyright, aesthetics, and navigation	**Introduction to Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**Variables in Games** Exploring variables when designing and coding a game	**Sensing** Designing and coding a project that captures inputs from a physical device.