

Computing – Long Term Plan - CYCLE A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Nursery	<ul style="list-style-type: none"> Operates mechanical toys and can operate simple equipment. Use basic positional language. Show an interest in common 2D shapes and patterns. Understand how common 2D shapes fit together. Sort and group objects by colour, size or shape. Solve problems in their play. Sequence familiar stories verbally and using pictures. 					
EYFS Reception	<ul style="list-style-type: none"> Operate mechanical toys and equipment, and begin to use technology for a purpose. Use more complex positional language. Use directional language to give and follow simple instructions to achieve a specific goal. Recognise common 2D shapes and develop repeating patterns. Combine, turn and place shapes to create pictures. Sort and group shapes and objects by colour, size and quantity. Solve more complex problems in their play. Sequence key events from new and familiar stories verbally and using pictures and/or decodable words. 					
Years 1 and 2	Computer Systems and Networks - Technology Around Us	Creating Media – Digital Painting	Programming A – Moving a Robot	Creating Media – Digital Writing	Data and Information – Grouping Data	Programming B – Introduction to Animation
Years 3 and 4	Computer Systems and Networks – Connecting Computers	Creating Media – Animation	Programming A – Sequence in Music	Creating Media – Desktop Publishing	Data and Information – Branching Databases	Programming B – Events and Actions
Year 5	Computer Systems and Networks – Sharing Information	Creating Media – Vector Drawing	Programming A – Selection in Physical Computing	Creating Media – Video Editing	Data and Information – Flat-file Databases	Programming B – Selection in Quizzes
Year 6	Computer Systems and Networks – Communication	Creating Media – 3D Modelling	Programming A – Variables in Games	Creating Media – Web Page Creation	Data and Information – Spreadsheets	Programming B – Sensing

Computing – Long Term Plan - CYCLE B



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Nursery	<ul style="list-style-type: none"> Operates mechanical toys and can operate simple equipment. Use basic positional language. Show an interest in common 2D shapes and patterns. Understand how common 2D shapes fit together. Sort and group objects by colour, size or shape. Solve problems in their play. Sequence familiar stories. 					
EYFS Reception	<ul style="list-style-type: none"> Operate mechanical toys and equipment, and begin to use technology for a purpose. Use more complex positional language. Use directional language to give and follow simple instructions to achieve a specific goal. Recognise common 2D shapes and develop repeating patterns. Combine, turn and place shapes to create pictures. Sort and group shapes and objects by colour, size and quantity. Solve more complex problems in their play. Sequence key events from new and familiar stories verbally and using pictures and/or decodable words. 					
Years 1 and 2	Computer Systems and Networks – IT Around Us	Creating Media – Digital Photography	Programming A – Robot Algorithms	Creating Media – Making Music	Data and Information – Pictograms	Programming B – An Introduction to Quizzes
Years 3 and 4	Computer Systems and Networks – The Internet	Creating Media – Audio Editing	Programming A – Repetition in Shapes	Creating Media – Photo Editing	Data and Information – Data Logging	Programming B – Repetition in Games
Year 5	Computer Systems and Networks – Sharing Information	Creating Media – Vector Drawing	Programming A – Selection in Physical Computing	Creating Media – Video Editing	Data and Information – Flat-file Databases	Programming B – Selection in Quizzes
Year 6	Computer Systems and Networks – Communication	Creating Media – 3D Modelling	Programming A – Variables in Games	Creating Media – Web Page Creation	Data and Information – Spreadsheets	Programming B – Sensing