

Whole School Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year group	Computing systems and networks	Creating Media	Programming A	Data and information	Creating media	Programming B
1	Technology around us 1 technology in our classroom 2 using technology 3 developing mouse skills 4 using a computer keyboard 5 developing keyboard skills 6 using a computer responsibly	Digital Painting 1 how can we paint using computers? 2 using shapes and lines 3 making careful choices 4 why did I choose that 5 painting all by myself 6 comparing computer art and painting	Moving a robot 1 buttons 2 directions 3 forwards and backwards 4 four directions 5 getting there 6 routes	Grouping data 1 label and match 2 group and count 3 describe an object 4 making different groups 5 comparing groups 6 answering questions	Digital writing 1 exploring the keyboard 2 adding and removing text 3 exploring the toolbar 4 making changes to text 5 explaining my choices 6 pencil or keyboard	Programing animations 1 comparing tools 2 joining blocks 3 make a change 4 adding sprites 5 project design 6 following my design
2	IT around us 1 what is IT? 2 IT in school 3 IT in the world 4 The benefits of IT 5 Using IT safely 6 Using IT in different ways	Digital photography 1 Taking Photographs 2 Landscape or portrait 3 what makes a good photograph? 4 lighting 5 effects 6 Is it real?	Robot algorithms 1 giving instructions 2 same but different 3 making predictions 4 mats and routes 5 algorithm design 6 debugging	Pictograms 1 counting and comparing 2 enter the data 3 creating pictograms 4 what is an attribute? 5 Comparing people 6 presenting information	Digital music 1 how music makes us feel 2 rhythms and patterns 3 how music can be used 4 notes and tempo Creating digital music 6 reviewing and editing music	Programming quizzes 1 ScratchJr recap 2 outcomes 3 using a design 4 changing a design 5 designing and creating a program 6 evaluating
3	Connecting Computers 1 how does a digital device work? 2 What parts make up a digital device? 3 How do digital devices help us? 4 How am I connected? 5 How are computers connected? 6 What does our school network look like?	Stop Frame animation 1 Can a picture move 2 Frame by Frame 3 whats the story 4 Picture perfect 5 Evaluate and make it great 6 Lights, Camera, Action	Sequencing sounds 1 introduction to Scratch 2 Programming Sprites 3 Sequences 4 Ordering Commands 5 Looking good 6 Making an instrument	Branching Databases 1 yes or no questions 2 Making groups 3 creating a branching database 4 structuring a branching datadase 5 Using a branching Database 6 two ways of presenting information	Desktop Publishing 1 words and pictures 2 Can you edit it? 3 Great template 4 Can you add content 5 Lay it out 6 Why desktop publishing?	Events and actions in Programms 1 Moving a Sprite 2 Maze movement 3 Drawing lines 4 Adding features 5 Debugging movement 6 Making a project
4	The Internet 1 Connecting networks 2 What is the internet made of? 3 Sharing information 4 What is a website? 5 Who owns the web? 6 Can I believe what I read?	Audio Production 1 Digital Recording 2 Recording sounds 3 creating a podcast 4 editing digital recordings 5 combining audio 6 evaluating podcasts	Repetition in Shapes 1 programming a screen turtle 2 programming letters 3 patterns and repeats 4 using loops to create shapes 5 Breaking things down 6 creating a program	Data logging 1 answering questions 2 data collection 3 logging 4 analysing data 5 data for answers 6 answering my question	Photo editing 1 changing digital images 2 changing the composition of images 3 changing images for different uses 4 retouching images 5 fake images 6 making and evaluating a publication	Repetition in games 1 using loops to create shapes 2 different loops 3 animate your name 4 modifying a game 5 designing a game 6 creating our games