Computing Long Term Plan

	Autumn 1	Autumn 2	Spring 1 – Safer Internet Day (Online bullying)	Spring 2	Summer 1	Summer 2
EYFS	**Technology around me**	**Sequence games – giving instructions**	**Creativity with iPads**	**Same or different sorting activities**	**Programmable toys – codapillar**	**Photo book – transition (e.g. Tapestry)**
Education for a Connected World	Self-image and identity Health, well-being and lifestyle Online relationships Online reputation Privacy and Security	Health, well-being and lifestyle	Copyright and ownership	Self-image and identity Health, well-being and lifestyle	Health, well-being and lifestyle	Self-image and identity Copyright and ownership Online relationships Online reputation Privacy and security
Year 1	**Technology Around Us**	**Moving a robot**	**Digital Painting**	**Grouping Data**	**Introduction to animation**	**Digital Writing**
Education for a Connected World	Health, well-being and lifestyle Copyright and ownership Online relationships Online reputation Privacy and Security	Health, well-being and lifestyle	Copyright and ownership	Copyright and ownership	Health, well-being and lifestyle	Copyright and ownership Privacy and Security
Year 2	**IT around us**	**Robot algorithms**	**Digital photography**	**Pictograms**	**Introduction to quizzes**	**Making music**
Education for a Connected World	Health, well-being and lifestyle Online relationships Online reputation Privacy and Security	Health, well-being and lifestyle	Copyright and ownership Online relationships Managing online information Online bullying	Self- image and identity Privacy and security Health, well-being and lifestyle	Health, well-being and lifestyle	Copyright and ownership
Year 3	**Connecting computers**	**Sequence in music**	**Animation**	**Branching databases**	**Events and actions**	**Desktop publishing**
Education for a Connected World	Health, well-being and lifestyle Online relationships Online reputation Privacy and Security	Health, well-being and lifestyle	Copyright and ownership Managing online information	Privacy and Security	Health, well-being and lifestyle	Copyright and ownership Managing online information Health, well-being and lifestyle Privacy and Security

Year 4	The Internet	Repetition in shapes	Audio editing	Data logging	Repetition in games	Photo editing
Education for a Connected World	Health, well-being and lifestyle Online relationships Online reputation Online bullying Managing online information Privacy and Security	Health, well-being and lifestyle	Copyright and ownership Online relationships	Privacy and Security	Health, well-being and lifestyle	Self-image and identity Copyright and ownership Managing online information Health, well-being and lifestyle Privacy and Security
Year 5	Sharing information	Selection in physical computing	Vector drawing	Flat-file databases	Selection in quizzes	Video editing
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Year 6	Communication	Variables in games	3D Modelling	Spreadsheets	Sensing	Web page creation
Education for a Connected World	Health, well-being and lifestyle Online relationships Online reputation Managing online information Online bullying Privacy and Security	Health, well-being and lifestyle	Copyright and ownership Privacy and security	Managing information online Privacy and Security	Health, well-being and lifestyle	Managing online information Copyright and ownership Health, well-being and lifestyle Privacy and Security

Legend:
- Computing systems and networks
- Creating media
- Data and information
- Programming