

# Farsley Westroyd: Computing Long Term Plan (25-26)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YEAR 1	<p>Computing systems and networks Technology around us</p>	<p>Creating media Digital painting</p>	<p>Programming A Moving a robot</p>	<p>Data and information Grouping data</p>	<p>Creating media Digital writing</p>	<p>Programming B Programming animations</p>
YEAR 2	<p>Computing systems and networks IT around us</p>	<p>Creating media Digital photography</p>	<p>Programming A Robot algorithms</p>	<p>Data and information Pictograms</p>	<p>Creating media Digital music</p>	<p>Programming B Programming quizzes</p>
YEAR 3	<p>Computing systems and networks Connecting computers</p>	<p>Creating media Stop-frame animation</p>	<p>Programming A Sequencing sounds</p>	<p>Data and information Branching databases</p>	<p>Creating media Desktop publishing</p>	<p>Programming B Events and actions in programs</p>
YEAR 4	<p>Computing systems and networks The internet</p>	<p>Creating media Audio production</p>	<p>Programming A Repetition in shapes</p>	<p>Data and information Data logging</p>	<p>Creating media Photo editing</p>	<p>Programming B Repetition in games</p>
YEAR 5	<p>Computing systems and networks Systems and searching</p>	<p>Creating media Video productions</p>	<p>Programming A Selection in physical computing</p>	<p>Data and information Flat-file databases</p>	<p>Creating media Introduction to vector graphics</p>	<p>Programming B Selection in quizzes</p>
YEAR 6	<p>Computing systems and networks Communication and collaboration</p>	<p>Creating media Web-page creation</p>	<p>Programming A Variables in games</p>	<p>Data and information Introduction to spreadsheets</p>	<p>Creating media 3D modelling</p>	<p>Programming B Sensing movement</p>