Computing 2026-2027 Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 Acorn Year 1/2 Hazel	**Computing Systems and Networks** Technology Around Us	**Creating Media** Digital Painting	**Creating Media** Digital Writing	**Programming** Moving a Robot	**Programming** Introduction to Animation	**Data and Information** Grouping Data
Year 3/4 Maple	**Programming B (yr3)** Events and Actions in Programs	**Creating Media (yr 4)** Photo Editing	**Programming (yr4)** Repetition in Games	**Data and Information (yr6)** Spreadsheets	**Creating Media (yr 4)** Video Editing	**Programming (yr5)** Selection in Physical Computing
Year 4/5 Blossom	**Programming B (yr3)** Events and Actions in Programs	**Creating Media (yr 4)** Photo Editing	**Programming (yr4)** Repetition in Games	**Data and Information (yr6)** Spreadsheets	**Creating Media (yr 4)** Video Editing	**Programming (yr5)** Selection in Physical Computing
Year 6 Sequoia	**Computing Systems and Networks (yr5)** Systems and Searching	**Creating Media (yr 6)** Web Page Creation	**Programming (yr6)** Variables in Games	**Data and Information (yr5)** Flat-file Databases	**Creating Media (yr 6)** 3D Modelling	**Programming (yr6)** Sensing Movement