Computing 2024-2025 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	**Computing Systems and Networks (yr3)** Connecting Computers	**Creating Media (yr 3)** Stop Frame Animation	**Programming A (yr3)** Sequencing Sounds	**Computing Systems and Networks (yr4)** The Internet	**Creating Media (yr 5)** Vector Graphics	**Programming (yr4)** Repetition in shapes
Year 4/5 Blossom	**Computing Systems and Networks (yr3)** Connecting Computers	**Creating Media (yr 3)** Stop Frame	**Programming (yr3)** Sequencing Sounds	**Computing Systems and Networks (yr4)** The Internet	**Creating Media (yr 5)** Vector Graphics	**Programming (yr4)** Repetition in shapes
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

Computing 2025-2026 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** IT Around Us	**Creating Media** Digital Photography	**Programming A** Robot Algorithms	**Data and Information** Pictograms	**Creating Media** Digital Music	**Programming B** Programming quizzes
Year 3/4 Maple	**Programming (yr3)** Sequencing Sounds	**Creating Media (yr 4)** Audio Production	**Programming (yr4)** Repetition in Shapes	**Data and Information (yr3)** Branching DBs	**Creating Media (yr 3)** Desktop Publishing	**Programming (yr4)** Selection in quizzes
Year 4/5 Blossom	**Programming (yr3)** Sequencing Sounds	**Creating Media (yr 4)** Audio Production	**Programming (yr4)** Repetition in Shapes	**Data and Information (yr3)** Branching Databases	**Creating Media (yr 3)** Desktop Publishing	**Programming (yr4)** Selection in quizzes
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

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

This three year computing cycle has been formulated in collaboration with Claire Rawlinson (Lancashire Computing Hub Primary Lead).

The 'creating media' units and the 'data and information' units are non-spiral. These units can be taught out of sequence and can be moved to suit topics or device availability. Data and information units for year 5 and 6 have been swapped as it would be more challenging to simplify the flat-file database for lower key stage two whereas the spreadsheet unit can be simplified to allow progression from year 3-5.

The 'computer systems and networks' units and 'programming' units are spiral and therefore need to be taught in order to achieve effective progression of skills and to build on prior learning. In order to avoid one year of the cycle being dominated by 'computer systems and networks', the year 6 unit has been replaced with the year 5 unit. When children are repeating 'sequencing sounds' they will focus on creating a more interactive musical/visual experience eg a calming environment where sprites can be clicked and play an appropriate tune, encourage use of repetition t play repeating music or make plants sprite grow slowly.

It is very unlikely that the first time round, with 'repetition in shapes' that the children will have been able to create all of the shapes in the unit. When they repeat the unit, focus on creating shapes with a larger number of sides. The second time round, they will have a better idea of angles and how these can be used to make patterns. In order to adapt the unit, change the focus from creating wrapping paper (repeating patterns across the screen) to creating a snowflake drawing program – repeating shapes around a fixed point with a rotation in between each shape.