

# Computing Long term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Using a computer	Data Handling	Algorithms unplugged	Rocket to the Moon	Digital Imagery	Bee Bots
Year 2	Computing systems 1	Data Handling	Computing systems 2	Stop Motion	Programming	Coding
Year 3	Networks and the Internet	Databases	Creating media	Emailing	Inside a computer	Coding
Year 4	Collaborative learning	Databases—weather	Website design	Coding	Powerpoints	Computational thinking
Year 5	Search engines	Data handling 1—Mars Rover	Mars Rover 2	Programming Music	Programming—Microbits	Stop motion animation
Year 6	Data handling 1	Programming	Inventing a product	Code breaking—Bletchley Park	History of computers	Online Safety