

Computing LTP

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Technology around our homes Counting games using the IWB. Self-registration using technology.	Technology in transport. Exploring different vehicles. Creating art with technology. Using technology to make music. Using bee-bots.	N- Identifying dinosaurs. Using technology to see what dinosaurs looked like. R- Technology in space. Moon landing. Visit to the space centre.	Agricultural technology. Taking pictures of nature changing over time. Create art with technology. Using microscopes to look at mini-beasts/plants.	N – Matching games on IWB. Using technology to watch animals change over time. Using bee-bots. R – Technology from the past. Creating an e-book.	N – Technology that helps us. Technology in a police car. Technology in school. R – Filming shadow puppets. Taking pictures. Labelling digital images.
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	Moving a robot Write a short algorithm and programs for floor robots and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and formal text before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital music Using a computer as a tool to explore rhythms and melodies before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating document by modifying text, images, and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Photo editing Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in games Using a block-based programming language to explore count controlled and infinite loops when creating a game.
Year 5	Systems and searching Recognising IT systems around us and how they allow us to search the internet.	Video production Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller	Flat-file databases Using a database to order data and create charts to answer questions.	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and collaboration Identifying and exploring how data is transferred and information is shared online.	Webpage creation Designing and creating webpages, considering copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing movement Designing and coding a project that captures inputs from a physical device.