



Computing Long Term Overview

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Programming Instructions	iPad: learning how to use	Bee-Bot Programming	iPad: playing games	iPad: taking photos	Data Handling
1	Technology around us	Digital Painting	Moving a robot	Digital Writing	Grouping Data	Applying and Consolidating digital skills
2	IT around us	Programming Quizzes	Robot Algorithms	Pictograms	Digital Photography	Digital Music
3	Connecting computers	Desktop publishing	Sequencing Sounds	Stop Frame Animation	Branching Databases	Events and Actions in Programming
4	The Internet	Repetition in Shapes	Photo Editing	Repetition in Games	Data Logging	Audio Production
5	Systems and Searching	Video Production	Flat-File Databases	Programming A – Selection of physical components	Vector Drawings	Programming B – Selection in quizzes
6	Communication and Collaboration (6 lessons)	3D Modelling (6 lessons)	Spreadsheets (6 lessons)	Variables in Games (6 lessons)	Webpage Creation (6 lessons)	