



Flamstead Village School

Computing Long Term Planning

Teach Computing Units

Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1&2	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 3&4	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Year 5&6	Sharing information	Video production	Selection in physical computing	Flat-file databases	Vector drawing	Selection in quizzes

Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1&2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Making music	Programming quizzes
Year 3&4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5&6	Internet communication	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing