

  Computing Long Term Plan 2026-2027 						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing systems and networks	Creating media 1	Data and Information	Creating media 2	Programming A	Programming B
Year 1	<u>Technology around us</u> Recognising technology in school and using it responsibly	<u>Digital painting</u> Choosing appropriate tools in a program to create art, making comparisons with working non-digitally.	<u>Grouping data</u> Exploring object labels, then using them to sort and group objects by properties.	<u>Digital writing</u> Use a computer to create and format text, before comparing to writing non-digitally.	<u>Moving a robot</u> Writing short algorithms and programs for floor robots, and predicting outcomes.	<u>Programming animations</u> Designing and programming the movement of a character onscreen to tell stories
Year 2	<u>Information technology around us</u> Identifying IT and how its responsible use improves our world.	<u>Digital photography</u> Capturing and changing digital photographs for different purposes.	<u>Pictograms</u> Collecting data in tally charts and using attributes to organise and present data on a computer.	<u>Digital music</u> Using a computer as a tool to explore rhythms and melodies before creating a musical composition.	<u>Robot algorithms</u> Creating and debugging programs, and using logical reasoning to make predictions	<u>Programming quizzes</u> Designing algorithms and programs that use events to trigger a sequence of code to make a quiz
Year 3	<u>Connecting computers</u> Identifying that digital devices have inputs, processes and outputs, and how devices can be connected to make networks.	<u>Stop frame animation</u> Capturing and editing digital still images to produce a stop frame animation that tells a story.	<u>Branching databases</u> Building and using branching databases to group objects using yes or no questions	<u>Desktop publishing</u> Creating documents and modifying text, images and page layouts for specific purposes.	<u>Sequencing sounds</u> Creating sequences in a block-based programming language to make music.	<u>Events and actions in programs</u> Writing algorithms and programs that use a range of events to trigger sequences of actions
Year 4	<u>The internet</u> Recognising that the internet is a network of networks including the we and why we should evaluate online content.	<u>Audio production</u> Capturing and editing audio to produce a podcast ensuring that copyright is considered.	<u>Data logging</u> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	<u>Photo editing</u> Manipulating digital image, and reflecting on the impact of the changes and whether the required purpose is fulfilled.	<u>Repetition in shapes</u> Using a text-based programming language to explore count-controlled loops when drawing shapes.	<u>Repetition in games</u> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	<u>Systems and searching</u> Recognising IT systems in the world and how some can enable searching on the internet.	<u>Video Production</u> Planning, capturing and editing video to produce a short film.	<u>Flat-file databases</u> Using a database to order data and create charts to answer questions	<u>Introduction to vector graphics</u> Creating images in a drawing programme by using layers and groups of objects.	<u>Selection in physical computing</u> Exploring conditions and selection using a programmable microcontroller.	<u>Selection in quizzes</u> Exploring selection in programming to design and code an interactive quiz.
Year 6	<u>Communication and collaboration</u> Exploring how data is transferred by working collaboratively online.	<u>Webpage creation</u> Designing and creating webpages, considering copyright, aesthetics and navigation.	<u>Introduction to spreadsheets</u> Answering questions by using spreadsheets to organise and calculate data.	<u>3D modelling</u> Planning, developing and evaluating 3D computer models of physical objects.	<u>Variables in games</u> Exploring variables when designing and coding a game.	<u>Sensing movement</u> Designing and coding a project that captures inputs from a physical device.

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Year 1	Technology around us: Paintz.app Chromebook or ipad.	Digital painting Paintz.app Chromebook or ipad	Grouping data: - Google slides - Chromebook	Digital writing Google docs Chromebook	Moving a robot Beebot / code and go robot mouse.	Programming animation: Scratch Jr Ipads
Year 2	Information technology around us: Google slides Chromebook	Digital photography: Photo editing Ipads	Pictograms: J2E pictogram Chromebook or ipad	Digital music: Chrome music lab Chromebook or ipad	Robot algorithms: Beebot / code and go robot mouse	Programming quizzes: Scratch Jr Ipads
Year 3	Connecting computers: Paintz.app	Stop Frame animation iMotion	Branching databases: J2data Branch	Desktop publishing: Canva.com	Sequencing sounds: Scratch	Event and actions in programs: Scratch
Year 4	The internet: - Various websites - Chrome music lab	Audio Production: <u>Audacity</u>	Data logging: Data Logger - hardware from BGS	Photo editing: Paint.NET	Repetition in shapes: <u>FMSLogo</u>	Repetition in games: Scratch
Year 5	Systems and searching: Google slides	Video Production: iMovie	Flat-file databases: J2data database	Introduction to vector graphics: Google drawings	Selection in physical computing: Crumble from BGS	Selection in quizzes: Scratch
Year 6	Communication and collaboration: Google slides	Webpage creation: Google sites	Introduction to spreadsheets: Google sheets	3D Modelling: Tinkercad	Variables in games: Scratch	Sensing movement: Micro:bit

Cross curricular opportunities within Computing Long Term Plan • RSM (2026 – 2027)

Digital Music, Digital Art and Digital Maths

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Digital painting (through Teach Computing lessons).	Grouping data (through Teach Computing lessons).			Cross curricular - Exploring Chrome Lab in Music lessons to digitally produce music - linked to fairy tale characters (English).
Year 2		Digital photography (through Teach Computing lessons).	Pictograms (through Teach Computing lessons).	Digital music (through Teach Computing lessons).		
	Through their music enrichment, Y2 learn to play the Glockenspiel. They then explore playing a digital Glockenspiel and compare the two skills.					
Year 3		Stop frame animation -(through Teach Computing lessons).	Branching databases (through Teach Computing lessons).		Sequencing sounds (through Teach Computing lessons).	
Year 4		Cross curricular - Exploring YouTube Studio in Music lessons to digitally produce music - linked to musicals.	Data collection (through Teach Computing lessons).	Photo editing (through Teach Computing lessons).	Repetition in shapes (through Teach Computing lessons).	
Year 5		Video production including production of music digitally (through Teach Computing lessons).	Using a database (through Teach Computing lessons). Cross curricular - Exploring Autodesk Sketchbook / Pattern Artist Free in Art lessons to create repeating patterns digitally.			
Year 6			Introduction to spreadsheets (through Teach Computing lessons).	Cross curricular - Exploring Sketchbook in Art lessons to create self-portraits digitally.		Cross curricular - Exploring Suno AI in Music lessons to digitally produce music - linked to school leavers / the end of year show.
	Once a week, for the entire year, Y6 have a WCET digital music lesson - using the Ableton Boards.					