

**HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL**  
**COMPUTING LONG TERM PLAN 2023-2024**

	<b>Term 1</b>	<b>Term 2</b>	<b>Term 3</b>	<b>Term 4</b>	<b>Term 5</b>	<b>Term 6</b>
<b>Hedgehog (Y1)</b>	Computing systems and networks – Technology around us	Creating media – Digital painting	Creating media – Digital writing	Data and information – Grouping data	Programming A – Moving a robot	Programming B – Introduction to animation
<b>Fox (Y2)</b>	Computing systems and networks – IT around us	Creating media – Digital photography	Creating media – Making music	Data and information – Pictograms	Programming A – Robot algorithms	Programming B – An introduction to quizzes
<b>Badger (Y3)</b>	Computing systems and networks – Connecting computers	Creating media – Animation	Creating media – Desktop publishing	Data and information – Branching databases	Programming A – Sequence in music	Programming B – Events and actions
<b>Otter (Y4)</b>	Computing systems and networks – The Internet	Creating media – Audio editing	Data and information – Data logging	Creating media – Photo editing	Programming A – Repetition in shapes	Programming B – Repetition in games
<b>Robin (Y5)</b>	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information - Flat file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
<b>Deer (Y6)</b>	Computing systems and networks – Communication	Creating media – 3D Modelling	Creating media – Web page creation	Data and information – Spreadsheets	Programming A – Variables in games	Programming B – Sensing