

HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL
COMPUTING LONG TERM PLAN 2025-2026

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Hedgehog (Y1)	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
Fox (Y2)	Computing systems and networks – IT around us	Creating media – Digital photography	Creating media – Digital music	Data and information – Pictograms	Programming A – Robot algorithms	Programming B – Programming quizzes
Badger (Y3)	Computing systems and networks – Connecting computers	Creating media – Stop-Frame Animation	Creating media – Desktop publishing	Data and information – Branching databases	Programming A – Sequencing sounds	Programming B – Events and actions in programs
Otter (Y4)	Computing systems and networks – The Internet	Creating media – Audio production (Audacity - N/A)	Programming A – Repetition in shapes		Programming B – Repetition in games	Creating media – Photo editing
Robin (Y5)	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
Deer (Y6)	Computing systems and networks – Communication	Creating media – 3D Modelling	Creating media – Web page creation	Data and information – Introduction to spreadsheets	Programming A – Variables in games	Programming B – Sensing movement