



Computing Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems & Networks	Creating Media	Programming A	Data and information	Creating Media	Programming B
Year R	Using a keyboard and mouse and interacting with online games and software	Taking pictures and videos using the iPads. Exploring technology in the classroom (e.g. playing maths games or Numbots on the iPads) and learning about electrical safety	Understanding, following & giving directions	Sorting data & pictograms	Logging onto a laptop and learning to keep personal data safe and using unplugged keyboards in continuous provision to identify letters on the keys	Operating and programming BeeBots within continuous provision
Year 1	Technology Around Us Recognising technology in school and learning about how to use it responsibly	Digital Painting Choosing appropriate tools in a program to create art and making comparisons when working non-digitally	Moving a Robot Writing short algorithms and programs for floor robots, predicting program outcomes	Grouping Data Exploring object labels and then using them to sort and group objects by properties	Digital Writing Using a computer to create and format text, before comparing to writing non-digitally	Programming Animations Designing and programming the movement of a character on screen to tell stories
Year 2	Information Technology Around Us Identifying IT and how its responsible use improves our world in school and beyond	Digital Photography Capturing and changing digital photographs for different purposes	Robot Algorithms Creating and debugging programs and using logical reasoning to make predictions	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer	Making Music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz