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 and learning about electrical safety.	Understanding, following & giving directions.	Sorting data & pictograms.	Logging onto a laptop and learning to keep personal data safe.	Operating & programming BeeBots.
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.