Computing Long-Term Plan

	Unit 1	Unit 2	Unit 3	Unit 4
Curriculum Strands	Computer Systems and Networks.	Creating Media.	Data and Information.	Programming.
Reception	Computer Systems and Networks: Technology Within Continuous Provision	Creating Media: Learning Enquiry titled "Digital Painting."	Data and Information: Data within Continuous Provision	Programming: Learning Enquiry titled "Moving a Robot."
EYFS Reading Spines:	Reading spine- Unplugged	Reading spine- The Dot	Reading spine- 3 Little Firefighters	Reading spine- No-Bot the Robot with no bottom
Year 1	Computing Systems and Networks: Technology Around Us	Creating Media: Digital Writing.	Data and Information: Grouping Data.	Programming: An Introduction to Programming.
Year 2	Computing Systems and Networks: IT Around Us (Outside of School).	Creating Media: Digital Photography.	Data and Information: Pictograms.	Programming: An Introduction to Quizzes.
KS1 Reading Spines:	Reading spine- Unplugged/ Using Digital technology	Reading spine- Click, Clack Moo… / #Goldilocks A Cautionary Tale	Reading spine- Sort it out	Reading spine- How to code a Sandcastle/ Hello Ruby
Year 3	Computing Systems and Networks: Connecting Computers.	Creating Media: Desktop Publishing	Data and Information: Branching Databases.	Programming: Sequence in Music.
Year 4	Computing Systems and Networks: The Internet.	Creating Media: Audio Editing.	Data and Information: Data Loggers.	Programming: Repetition in Shapes.
Year 5	Computing Systems and Networks: Sharing Information.	Creating Media: Video Editing.	Data and Information: Flatfile Databases.	Programming: Selection in Quizzes.
Year 6	Computing Systems and Networks: Communication.	Creating Media: Web Page Creation.	Data and Information: Spreadsheets.	Programming: Variables in Games.
KS2 Reading Spines	Reading spine- From Cuneiform to Computers	Reading spine- Computer Science for Curious Kids	Reading spine- What is a Database?	Reading spine- Coding for beginners using scratch