Computing at Northstead CP School
Long Term Plan
Teach Computing and Project Evolve

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Project Evolve	Self-Image and Identity Online Reputation	Online Bullying Online Reputation	Managing Online information	Privacy and security	Health, well-being and Lifestyle Copyright and ownership	Online Relationships Copyright and ownership
EYFS						
Year 1	1.1 Technology around us	1.2 Digital Painting	1.3 Moving a robot	1.4 Grouping Data	1.5 Digital writing	1.6 Programming animations
Year 2	2.1 Information technology around us	2.2 Digital photography	2.3 Robot algorithms	2.4 Pictograms	2.5 Digital Music	2.6 Programming Quizzes
Year 3	3.1 Connecting Computers	3.2 Stop-frame animation	3.3. Sequencing sounds	3.4 Branching databases	3.5 Desktop publishing	3.6 Events and actions in programs
Year 4	4.1 The Internet	4.2 Audio production	4.3 Repetition in shapes	4.4 Data Logging	4.5 Photo editing	4.6 Repetition in games
Year 5	5.1 Systems and searching	5.2 Video production	5.3 Selection in physical computing	5.4 Flat-file databases	5.5 Introduction to vector graphics	5.6 Selection in quizzes
Year 6	6.1 Communication and collaboration	6.2 Webpage creation	6.3 Variables in games	6.4 Introduction to spreadsheets	6.5 3D modelling	6.6 Sensing movement