



Long Term Plan 2025-2026 – Computing

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year One	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
Year Two	Computing systems and networks – IT around us	Creating media - Digital music	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Digital photography	Programming B - Programming quizzes
Year Three	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing and presenting	Programming B - Events and actions in programs
Year Four	Computing systems and networks – The Internet	Creating media - Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year Five	Computing systems and networks - Systems and searching	Creating media – Introduction to vector graphics	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media - Video production	Programming B – Selection in quizzes
Year Six	Computing systems and networks - Communication and collaboration	Creating media – 3D Modelling	Programming A – Variables in games	Data and information – Spreadsheets	Programming B - Sensing movement	Creating media – Web page creation and word processing skills

Digital Literacy - Online Safety to be incorporated into each Computing lesson, taught fortnightly in Online Safety lessons and cross-curricular in other lessons such as PSHE and English.

Word processing, desktop publishing and presentation skills (all using Microsoft Office programs) to be taught each year through a cross-curricular approach.