



Farcet C of E Primary School

Computing – Long Term Plan

CYCLE A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Goodall (Yr 1 & 2)	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
Luther-King (Yr 3 & 4)	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media- Desktop publishing	Programming B - Events and actions in programs
Hawking (Yr 5 & 6)	Computing systems and networks – systems and searching	Creating media – Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media- Introduction to vector graphics	Programming B - Selection in quizzes

At Farcet C of E Primary School we teach mixed age classes from Year One to Year Six. Our classes are structured into four classes: Reception EYFS, Year One/Two, Year Three/Four and Year Five/Six.

To ensure complete and thorough coverage of our curriculum, we follow a two-year teaching cycle comprising of Cycle A and Cycle B. The following curriculum maps outline the sequence for teaching the units of the Computing curriculum across the two cycle. We recognise that EYFS does not have a separate strand of Computing, however we also recognise that our children have interests in this area and plan accordingly to follow children's interests.



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CYCLE B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Goodall (Yr 1 & 2)	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media- Digital music	Programming B - Programming quizzes
Luther-King (Yr 3 & 4)	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
Hawking (Yr 5 & 6)	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Introduction to Spreadsheets	Creating media- 3d Modelling	Programming B - Sensing movement

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