Corporation Road – Computing Long Term Overview

Teach Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Everyday technology, home and classroom	Taking Photographs	Touch Screen Skills	Collecting Data around us	Investigate cause and effect toys	Programmable Train e.g. Duplo
Reception	Everyday Technology – home and wider school	Video recording of telling stories		Digital Drawing	BeeBot	Finding information
Year 1	Technology Around Us	Digital Painting	Digital Writing	Grouping Data	Moving a Robot	Introduction to Animation
Year 2	IT Around Us	Digital Photography	Making Music	Pictograms	Robot Algorithms	An Introduction to Quizzes
Year 3	Connecting Computers	Animation	Desktop Publishing	Branching Databases	Sequence in Music	Events and Actions
Year 4	The Internet	Audio Editing	Photo Editing	Data Logging	Repetition in Shapes	Repetition in Games

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Year 5	Sharing Information	Vector Drawing	Video Editing	Flat-File Databases	Selection in Physical Computing	Selection in Quizzes
Year 6	Communication	3D Modelling	Web Page Creation	Spreadsheets	Variables in Games	Sensing