

## LSP Computing Long Term Plan

Computing LTP	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Autumn</b>	<u><b>Computing systems and networks</b></u> Technology around us (1.1)*  <u><b>Creating media A</b></u> Digital painting (1.2)	<u><b>Computing systems and networks</b></u> Information technology around us (2.1)*  <u><b>Creating media A</b></u> Digital photography (2.2)	<u><b>Computing systems and networks</b></u> Connecting computers (3.1)  <u><b>Creating media A</b></u> Stop-frame animation (3.2)	<u><b>Computing systems and networks</b></u> The internet (4.1)  <u><b>Creating media A</b></u> Audio editing (4.2)	<u><b>Computing systems and networks</b></u> Sharing information (5.1)  <u><b>Creating media A</b></u> Video editing (5.2)	<u><b>Computing systems and networks</b></u> Internet communication (6.1)  <u><b>Creating media A</b></u> Webpage creation (6.2)
<b>Spring</b>	<u><b>Programming A</b></u> Moving a robot (1.3)  <u><b>Data and information</b></u> Grouping data (1.4)	<u><b>Programming A</b></u> Robot algorithms (2.3)  <u><b>Data and information</b></u> Pictograms (2.4)	<u><b>Programming A</b></u> Sequencing sounds (3.3)  <u><b>Data and information</b></u> Branching databases (3.4)	<u><b>Programming A</b></u> Repetition in shapes (4.3)  <u><b>Data and information</b></u> Data logging (4.4)	<u><b>Programming A</b></u> Selection in physical computing (5.3)  <u><b>Data and information</b></u> Flat-file databases (5.4)	<u><b>Programming A</b></u> Variables in games (6.3)  <u><b>Data and information</b></u> Introduction to spreadsheets (6.4)
<b>Summer</b>	<u><b>Creating media B</b></u> Digital writing (1.5)  <u><b>Programming B</b></u> Programming animations (1.6)	<u><b>Creating media B</b></u> Making music (2.5)  <u><b>Programming B</b></u> Programming quizzes (2.6)	<u><b>Creating media B</b></u> Desktop publishing (3.5)  <u><b>Programming B</b></u> Events and actions in programs (3.6)	<u><b>Creating media B</b></u> Photo editing (4.5)  <u><b>Programming B</b></u> Repetition in games (4.6)	<u><b>Creating media B</b></u> Vector drawing (5.5)  <u><b>Programming B</b></u> Selection in quizzes (5.6)	<u><b>Creating media B</b></u> 3D modelling (6.5)  <u><b>Programming B</b></u> Sensing (6.6)
	*Networks are not part of the key stage 1 national curriculum for computing but the title is used as a strand across primary.				<b>Oak national academy have produced recorded lessons for the Y5 and Y6 units available here</b> <a href="https://classroom.thenational.academy/subjects-by-key-stage/key-stage-2/subjects/computing">https://classroom.thenational.academy/subjects-by-key-stage/key-stage-2/subjects/computing</a>	