

## LSP Computing Long Term Plan

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