



Ellingham CE VC & Woodton Primary Federation

Computing Long Term Plan (2 Year Rolling Programme)



Odd Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Sparrows (Reception)	When using technology: <ul style="list-style-type: none"> • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 					
Skylarks & Willows (Years 1 & 2)		Creating Media Teach Computing Y1 Digital Painting		Data & Information Teach Computing Y1 Grouping Data		Programming B Teach Computing Y1 Programming animations
Swifts & Sycamores (Years 3 & 4)	Computing Systems and Networks Teach Computing Y3 Connecting Computers	Creating Media Teach Computing Y3 Stop Frame Animation	Programming A Teach Computing Y3 Sequencing sounds	Data & Information Teach Computing Y3 Branching Databases	Creating Media Teach Computing Y3 Desktop Publishing	Espresso Coding Levels 1 – 3
Swallows & Oaks (Years 5 & 6)	Computing Systems and Networks Teach Computing Y5 Systems & searching	Creating Media Teach Computing Y5 Video production	Programming A BBC Microbit	Data & Information Teach Computing Y5 Flat-file databases	Creating Media Teach Computing Y5 Introduction to vector graphics	Espresso Coding Levels 4 - 6

NB: At the start of each term the first lesson will be focused on online safety – please see Online Safety LTP



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Skylarks & Willows (Years 1 & 2)	Creating Media Teach Computing Y2 Digital Photography		Programming A Teach Computing Y2 Robot Algorithms		Data & Information Teach Computing Y2 Pictograms	
Swifts & Sycamores (Years 3 & 4)	Computing Systems and Networks Teach Computing Y4 The Internet	Creating Media Teach Computing Y4 Audio Production	Programming Teach Computing Y4 Repetition in Shapes	Programming Teach Computing Y4 Repetition in games	Creating Media Teach Computing Y4 Photo Editing	Espresso Coding Levels 1 - 3
Swallows & Oaks (Years 5 & 6)	Computing Systems and Networks Teach Computing Y6 Communication & Collaboration	Creating Media Teach Computing Y6 Web Page Creation	Espresso Coding Levels 4 - 6	Data & Information Teach Computing Y6 Introduction to Spreadsheets	Creating Media Teach Computing Y6 3D Modelling	Programming Teach Computing Y6 Variables in Games

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