

Computing Year plan 2024-2025

Computing strands: Digital literacy Computers, computer networks and WWW Computer science Data and information Online safety

Year Group	Autumn		Spring		Summer	
Online safety						
Year 1	Computing systems and networks Technology around us	Creating media Digital painting	Programming Moving a robot	Creating media Digital Writing	Programming Animation	Data and information Grouping data
Year 2	Computing systems and networks Information technology around us	Creating media Digital photography	Programming Robot algorithms	Creating media Making music	Programming Quizzes	Data and information Pictograms
Year 3	Computing systems and networks Connecting computers	Creating media Stop frame animation	Programming Sequencing sounds	Creating media Desktop publishing	Programming Events and actions	Data and information Branching databases
Year 4	Computing systems and networks The internet	Creating media Audio production	Programming Repetition in shapes	Creating media Video production	Programming Repetition in games	Creating media Photo editing
Year 5	Computing systems and networks Systems and searching	Creating media Vector drawing	Programming Selection in quizzes	Data and information Spreadsheets	Programming Selection in physical computing	Programming Sequencing for animation
Year 6	Computing systems and networks Internet communication	Creating media 3D modelling	Programming Variables in games	Creating media Website creation	Data and information Flat file databases	Programming Controlling physical systems



FLEECEFIELD PRIMARY SCHOOL

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