Computing
Long Term Plan 2026-27

Ut Year	Unit A	Unit B	Unit C	Unit D	Unit E	Unit F
Christian Value	Thankfulness	Trust	Perseverance	Justice	Service	Truthfulness
Key Focus	Computer systems and networks	Creating Media	Computer Science & Programming	Data and Information	Creating Media	Computer Science & Programming
EYFS	Technology around us – in school	Creativity with iPads	Sequence games	Same/Different Sorting activities	Look at my learning journey (Tapestry)	Programmable toys (Beebot/Codeapillar)
Y1	Technology all around us	Digital Painting	Moving a robot	Grouping data	Digital writing	Programming animations
Y2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Making music	An introduction to quizzes
Y3	Connecting Computers	Stop-frame animation	Sequence in music	Branching databases	Desktop publishing	Events and actions
Y4	The Internet	Audio editing	Repetition in shapes	Data logging	Photo editing	Repetition in games
Y5	System and Searching	Vector drawing	Selection in physical computing	Flat-file databases	Video editing	Selection in quizzes
Y6	Communication	3D Modelling	Variables in games	Introduction to spreadsheets	Web page creation	Sensing