

## All Saints' Computing Long Term Plan 2023-2024



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<b>Computing systems and network</b>	<b>Creating media</b>	<b>Programming A</b>	<b>Data and Information</b>	<b>Creating media</b>	<b>Programming B</b>
<b>1</b>	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
<b>2</b>	Information and technology around us	Digital photography	Robot algorithms	Pictograms	Making music	Programming quizzes
<b>3</b>	Connecting computers	Stop frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programmes
<b>4</b>	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
<b>5</b>	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Vector drawing	Selection in quizzes
<b>6</b>	Communication and collaboration	3D Modelling	Variables in games	Introduction to spreadsheets	Webpage creation	Sensing movement