



# Computing Long Term Plan

## Scheme of Work Progression - NCCE

|               | <u>Autumn 1</u>                                       | <u>Autumn 2</u>                   | <u>Spring 1</u>                     | <u>Spring 2</u>                         | <u>Summer 1</u>                                 | <u>Summer 2</u>                           |
|---------------|-------------------------------------------------------|-----------------------------------|-------------------------------------|-----------------------------------------|-------------------------------------------------|-------------------------------------------|
| <u>Year 1</u> | Computing Systems and Networks – Technology around us | Creating Media – Digital Painting | Creating Media – Digital Writing    | Data & Information - Grouping Data      | Programming A – Moving a Robot                  | Programming B – Introduction to Animation |
| <u>Year 2</u> | Computing Systems and Networks – IT around us         | Creating Media – Photography      | Creating Media – Making Music       | Data & Information -Pictograms          | Programming A – Robot Algorithms                | Programming B – Quizzes                   |
| <u>Year 3</u> | Computing Systems and Networks – Connecting Computers | Creating Media – Animation        | Creating Media – Desktop Publishing | Data & Information -Branching Databases | Programming A – Sequence in Music               | Programming B – Events & Actions          |
| <u>Year 4</u> | Computing Systems and Networks – The Internet         | Creating Media – Audio Editing    | Creating Media – Photo Editing      | Data & Information -Data Logging        | Programming A – Repetition of Shapes            | Programming B – Repetition in Games       |
| <u>Year 5</u> | Computing Systems and Networks – Sharing Information  | Creating Media – Vector Drawing   | Creating Media – Video Editing      | Data & Information -Flat-file Databases | Programming A – Selection in Physical Computing | Programming B – Selection in Quizzes      |
| <u>Year 6</u> | Computing Systems and Networks – Communication        | Creating Media – 3D Modelling     | Creating Media – Web Page Creation  | Data & Information -Spreadsheets        | Programming A – Variables in Games              | Programming B – Sensing                   |