

## Computing Long-Term Rolling Programme

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing systems and networks	Creating media	Programming A	Data and information	Creating Media	Programming B
<b>Cycle A</b> Year 1/2 (year 1 unit) From September 2025	<b>Technology around us</b> Recognising technology in school and using it responsibly.	<b>Digital Painting</b> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<b>Moving a robot</b> Writing short algorithms and programs for floor robots, and predicting program outcomes.	<b>Grouping data</b> Exploring object labels, then using them to sort and group objects by properties.	<b>Digital writing</b> Using a computer to create and format text, before comparing to writing non-digitally.	<b>Programming Animations</b> Designing and programming the movement of a character on screen to tell stories.
<b>Cycle B</b> Year 1/2 (year 2 unit) From September 2024	<b>IT around us</b> Identifying IT and how its responsible use improves our world in school and beyond.	<b>Digital photography</b> Capturing and changing digital photographs for different purposes.	<b>Robot algorithms</b> Creating and debugging programs, and using logical reasoning to make predictions.	<b>Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a computer.	<b>Digital music</b> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<b>Programming quizzes</b> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
<b>Cycle A</b> Year 3/4 (year 3 unit) From September 2025	<b>Connecting computers</b> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	<b>Stop-Frame Animations</b> Capturing and editing digital still images to produce a stop-frame animation that tells a story.	<b>Sequence Sounds</b> Creating sequences in a block-based programming language to make music.	<b>Branching databases</b> Building and using branching databases to group objects using yes/no questions.	<b>Desktop publishing</b> Creating documents by modifying text, images, and page layouts for a specified purpose.	<b>Events and actions</b> Writing algorithms and programs that use a range of events to trigger sequences of actions.
<b>Cycle B</b> Year 3/4 (year 4 unit) From September 2024	<b>The internet</b> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	<b>Audio Production</b> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	<b>Repetition in shapes</b> Using a text-based programming language to explore count-controlled loops when drawing shapes.	<b>Data logging</b> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	<b>Photo editing</b> Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	<b>Repetition in games</b> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
<b>Cycle A</b> Year 5/6 (year 5 unit)	<b>Systems and Searching</b> Recognising IT systems around us and how they	<b>Video Production</b> Planning, capturing, and editing video to produce a short film.	<b>Selection in physical computing</b> Exploring conditions and selection using a	<b>Flat-file databases</b> Using a database to order data and create	<b>Vector Graphics</b> Creating images in a drawing program by	<b>Selection in quizzes</b> Exploring selection in programming to

From September 2025	allow us to search the internet.		programmable microcontroller.	charts to answer questions.	using layers and groups of objects.	design and code an interactive quiz.
<b>Cycle B</b> Year 5/6 (year 6 unit) From September 2024	<b>Communication and Collaboration</b> Identifying and exploring how data is transferred and information is shared online.	<b>Web page creation</b> Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	<b>Variables in games</b> Exploring variables when designing and coding a game.	<b>Spreadsheets</b> Answering questions by using spreadsheets to organise and calculate data.	<b>3D Modelling</b> Planning, developing, and evaluating 3D computer models of physical objects.	<b>Sensing</b> Designing and coding a project that captures inputs from a physical device.