Long Term Plan for Computing and Online Safety

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems and Networks – Technology around us	Creating Media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating Media – Digital writing	Programming B – Programming animations
Online Safety	Self-Image and Identity Online Relationships	Copyright and Ownership Online Bullying	Health, Well-being and Lifestyle	Privacy and Security	Managing Online Information	Online Reputation
Year 2	Computing Systems and Networks – Technology around us	Creating Media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Digital music	Programming B – Programming quizzes
Online Safety	Self-Image and Identity Online Relationships	Copyright and Ownership Online Bullying	Health, Well-being and Lifestyle	Privacy and Security	Managing Online Information	Online Reputation
Year 3	Computing Systems and Networks – Connecting computers	Creating Media – Stop-frame animation	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Online Safety	Self-Image and Identity Online Relationships	Copyright and Ownership Online Bullying	Health, Well-being and Lifestyle	Privacy and Security	Managing Online Information	Online Reputation

Year 4	Computing Systems and Networks – The internet	Creating Media – Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Online Safety	Self-Image and Identity Online Relationships	Copyright and Ownership Online Bullying	Health, Well-being and Lifestyle	Privacy and Security	Managing Online Information	Online Reputation
Year 5	Computing Systems and Networks – Systems and searching	Creating Media – Video production	Programming A – Selection in physical computing	Data and information – Fact-file databases	Creating media – Introduction to vector graphics	Programming B – selection in quizzes
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Year 6	Computing Systems and Networks – Communication and collaboration	Creating Media – Webpage creation	Programming A – Variables in games	Data and information – Introduction to Spreadsheets	Creating media –3D Modelling	Programming B – Sensing movement
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