

Vernon Primary School Computing Long Term Map



| | Autumn | Spring | Summer |
|-----------------------------------|--|--|--|
| EYFS | Continuous provision: Bee Bots, Ipads, Smartboard to support cross curricular links, sound buttons, Green Screen, Project Evolve | Continuous provision: Bee Bots, Ipads, Smartboard to support cross curricular links, sound buttons, Green Screen, Safer Internet Day, Project Evolve | Continuous provision: Bee Bots, Ipads, Smartboard to support cross curricular links, sound buttons, Green Screen, Chromebooks for transition, Project Evolve |
| Year 1 | Computing systems and networks – Technology around us Creating media – Digital painting | Creating media – Digital writing Data and information – Grouping data | Programming A – Moving a robot Programming B – Programming animations |
| Year 2 | Computing systems and networks – Information technology around us Creating media – Digital photography | Creating media – Making music Data and information - Pictograms | Programming A – Robot algorithms Programming B – Programming quizzes |
| Year 3 | Computing Systems and network – Connecting computers Creating media – Desktop publishing | Creating media – Animation Data and information – Branching databases | Programming A – Sequence in music Programming B – Events and actions |
| Year 4 | Computing systems and network – The internet Creating media – Audio editing | Creating media – photo editing Data and information – Data logging | Programming A – Repetition in shapes Programming B – Repetition in games |
| Year 5 | Computing systems and networks – systems and searching Creating media – Introduction to vector graphics | Creating media – Video production Data and information – Flat-file databases | Programming A – Selection in physical computing Programming B – Selection in quizzes |
| Year 6 | Computing systems and networks – Communication and collaboration Creating media – 3D modelling (including DT objectives) | Creating media – Webpage creation Data and information - Spreadsheets | Programming A – Variables in games Programming B - Sensing |
| Curriculum Values | | | |
| Creativity & Curiosity | Independence | Respect & Cooperation | |

'Nobody else is quite like me'