Computing curriculum Long Term Plan

Saint Mary's Catholic Voluntary Academy, New Mills

Yearly cycle A



	Class 1 (Year 1)	Class 2 (Year 2)	Class 3 (Year 4)	Class 4 (Year 6)
Advent 1	E-safety Technology around us	E-safety IT around us	E-safety The Internet	E-safety Communication
Advent 2	E-safety Digital painting	E-safety Digital photography	E-safety Audio Editing	E-safety 3D modelling
Lent 1	E-safety Digital writing	E-safety Making music	E-safety Photo editing	E-safety Web page creation
Lent 2	E-safety Grouping data	E-safety Pictograms	E-safety Data logging	E-safety Spreadsheets
Pentecost 1	E-safety Moving a robot	E-safety Robot algorithms	E-safety Repetition in shapes	E-safety Variables in games
Pentecost 2	E-safety Introduction to animation	E-safety An introduction to quizzes	E-safety Repetition in games	E-safety Sensing



Yearly Cycle B

	Class 1 (Year 1)	Class 2 (Year 2)	Class 3 (Year 3)	Class 4 (Year 5)
Advent 1	E-safety Technology around us	E-safety IT around us	E-safety Connecting computers	E-safety Sharing information
Advent 2	E-safety Digital painting	E-safety Digital photography	E-safety Animation	E-safety Vector drawing
Lent 1	E-safety Digital writing	E-safety Making music	E-safety Desktop publishing	E-safety Video editing
Lent 2	E-safety Grouping data	E-safety Pictograms	E-safety Branching databases	E-safety Flat-file databases
Pentecost 1	E-safety Moving a robot	E-safety Robot algorithms	E-safety Sequence in music	E-safety Selection in physical computing
Pentecost 2	E-safety Introduction to animation	E-safety An introduction to quizzes	E-safety Events and actions	E-safety Selection in quizzes