Huncote Primary School Long term planning for Computing (Teach computing NCCE)

| | Computing systems and network | Creating media A | Programming A | Data and information | Creating media B | Programming B |
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| Year 1 | **Technology around us**<br>Recognising technology in school and using it responsibly. | **Digital painting**<br>Choosing appropriate tools in a program to create art and making comparisons with working non-digitally. | **Moving a robot**<br>Writing short algorithms and programs for floor robots and predicting program outcomes. | **Grouping data**<br>Exploring object labels, then using them to sort and group objects by properties. | **Digital photography**<br>Capturing and changing digital photographs for different purposes | **Programming animations**<br>Designing and programming the movement of a character on screen to tell stories. |
| Year 2 | **Information technology around us**<br>Identifying IT and how its responsible use improves our world in school and beyond. | **Making music**<br>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. | **Robot algorithms**<br>Creating and debugging programs and using logical reasoning to make predictions. | **Pictograms**<br>Collecting data in tally charts and using attributes to organise and present data on a computer. | **Desktop publishing**<br>Creating documents by modifying text, images, and page layouts for a specified purpose. | **Programming quizzes**<br>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. |

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| Year 3 | **Connecting computers** Identifying that digital device have inputs, processes, and outputs, and how devices can be connected to make networks. | **Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story. | **Sequencing sounds** Creating sequences in a block-based programming language to make music. | **Branching databases** Building and using branching databases to group objects using yes/no questions. | **Typing club** | **Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions. |
| Year 4 | **The internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. | **Audio editing** Capturing and editing audio to produce a podcast, ensuring that copyright is considered. | **Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes. | **Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation. | **Photo editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. | **Repetition in games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game. |

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| Year 5 | **Sharing information** Identifying and exploring how information is shared between digital systems. | **Mircobits** | **Video editing** Planning, capturing, and editing video to produce a short film. | **Flat-file databases** Using a database to order data and create charts to answer questions. | **Vector drawing** Creating images in a drawing program by using layers and groups of objects. | **Selection in quizzes** Exploring selection in programming to design and code an interactive quiz. |
| Year 6 | **Internet communication** Recognising how the WWW can be used to communicate and be searched to find information. | **Mircobits** | **Webpage creation** Designing and creating webpages, considering copyright, aesthetics, and navigation. | **Variables in games** Exploring variables when designing and coding a game | **Introduction to spreadsheets** Answering questions by using spreadsheets to organise and calculate data.. | **Minecraft** |