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| **C:\Users\J. Briggs\Documents\Letterhead\BADGE\abbey_badge_circle.jpgC:\Users\J. Briggs\Documents\Letterhead\BADGE\abbey_badge_circle.jpg**Federation of Abbey SchoolsComputing Long Term Plan2022-23 |
|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| EYFS |  |  |  |  |  |  |
| Y1 | Technology around us | Programming A – moving a robot | Programming B – programming animations | Digital painting | Digital writing | Grouping data |
| Y2 | IT around us | Digital photography | Making music | Pictograms | Robot algorithms | An introduction to quizzes |
| Y3 | Systems and networks | Animation | Desktop publishing | Databases | Programming - Sequence in music | Programming – events and actions |
| Y4 | Systems and networks | Creating media – audio editing | Creating media – photo editing | Data and information - data logging | Programming – repetition in shapes | Programming – repetition in games  |
| Y5 | Vector Drawing  | Flat-file Databases.  | Sharing Information . | Selection in Physical Computing  | Video Editing  | Selection in Quizzes. |
| Y6 | **Digital Literacy** Talking Safely Online Health and wellbeing survey**Key Skills** Sensing: Makey MakeySpreadsheets: Databases | **Digital Literacy** Talking Safely Online **Key Skills**Communication: Search enginesWeb page creation | **Digital Literacy** Talking Safely Online **Key Skills** Variables in games: scratch3D modelling  |