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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 Schools  Computing Long Term Plan  2022-23 | | | | | | |
|  | 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 Makey  Spreadsheets: Databases | | **Digital Literacy**  Talking Safely Online  **Key Skills**  Communication: Search engines  Web page creation | | **Digital Literacy**  Talking Safely Online  **Key Skills**  Variables in games: scratch  3D modelling | |