



Computing Long Term Map 2024/2025

Class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Owl	Computing systems and networks - IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media - Digital music	Programming B - Programming quizzes
Robin	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Ibis	Computing systems and networks – The Internet	Creating media – Photo editing	Programming A – Repetition in shapes	Data and information – Data logging	Programming B – Repetition in games	Creating media - Audio production
Nightingale	Computing systems and networks - Systems and searching	Programming B – Selection in quizzes	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Creating media - Video production
Goldcrest	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information - Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement

