



Computing Long Term Map 2022/2023

Class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Owl	Computing systems and networks – IT around us	Creating media – Digital painting	Programming A – Moving a Robot (algorithms)	Data and information – Grouping data	Creating media - Digital writing	Programming B - Programming animations
Robin	Computing systems and networks – Connecting computers	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs	Creating media - Stop-frame animation
Ibis	Computing systems and networks – The Internet	Programming A – Repetition in shapes	Programming B – Repetition in games	Data and information – Data logging	Creating media – Photo editing	Creating media - Audio production
Nightingale	Computing systems and networks - Systems and searching	Programming A – Selection in physical computing	Programming B – Selection in quizzes	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

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