



Computing Long Term Map 2025/2026

Class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Owl	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
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