

Computing LTP Topic overviews Cycle A and B

BRAISHFIELD PRIMARY SCHOOL LONG TERM PLANNING CYCLE A	Autumn 1 1/2 Amazing Animals 3/4Rocks to Riches 5/6 Ships Ahoy	Autumn 2 1/2 Toy Story 3/4 Rocks to Riches 5/6 Born Survivor	Spring 1 1/2 London Calling 3/4 Doctor, Doctor 5/6 Home or Away?	Spring 2 1/2 London’s Burning 3/4 Kensuke’s Kingdom 5/6 Who Let the Gods Out?	Summer 1 1/2 Sink or Swim? 3/4 Blooming Marvellous 5/6 Go Green!	Summer 2 1/2 Healthy Me, Healthy You 3/4 Fire and Ice 5/6 Lights, Camera, Action
Year 1/2	Y2- Computing systems and networks-IT around us	Y2- Creating media-digital photography	Y2- Programming A-robot algorithms	Y2- Data and information-branching databases	Y2- Creating media-desktop publishing	Y2- Programming B-programming quizzes
Year 3/4	Y4- Computing systems and networks-The Internet	Y4- Creating media-Audio production	Y4- Programming A-robot algorithms	Y4- Data and information-data logging	Y4- Creating media-photo editing	Y4- Programming B-repetition in games
Y 5/6	Y6- Computing systems and networks-communication and collaboration	Y6- Creating media-webpage creation	Y6- Programming A-repetition in shapes	Y6- Data and information-spreadsheets)	Y6- Creating media 3D modelling	Y6- Programming B-sensing movement

BRAISHFIELD PRIMARY SCHOOL LONG TERM PLANNING CYCLE B	Autumn 1 1/2 Superheroes 3/4 Rotten Romans, Savage Saxons and Vicious Vikings 5/6 Stories Around the World/ Mayans	Autumn 2 1/2 Wild Weather 3/4 Rotten Romans, Savage Saxons and Vicious Vikings 5/6 Brightstorm	Spring 1 1/2 Queens, Castles and Dirty Rascals 3/4 Rainforests 5/6 Keep Calm and Carry On	Spring 2 1/2 Queens, Castles and Dirty Rascals 3/4 Rainforests 5/6 Keep Calm and Carry On	Summer 1 1/2 Coastal Chaos 3/4 Tomb Raiders 5/6 Thrills and Spills	Summer 2 1/2 Under the Sea 3/4 Tomb Raiders 5/6 Lights, Camera, Action
Year 1/2	Y1- Computing systems and networks-Technology around us	Y1- Creating media-digital painting	Y1- Programming A-moving a robot)	Y1- Data and information-grouping data	Y1- Creating media-digital writing	Y1- Programming B-animations
Year 3/4	Y3- Computing systems and networks-connecting computers	Y3- Creating media-stop-frame animation	Y3- Programming A-sequencing sounds	Y3- Data and information-branching databases	Y3- Creating media-desktop publishing	Y3- Programming B-events and actions in programs
Year 5/6	Y5- Computing systems and networks—systems and searching	Y5- Creating media-video production	Y5- Programming A-selection in physical computing	Y5- Data and information-flat-file databases	Y5- Creating media-introduction to vector graphics	Y5- Programming B-selection in quizzes