

Rendell computing Long Term Map – Teach computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
FS	Runs throughout curriculum: tinkering/creating/collaboration/persevering/logic/pattern/abstraction/algorithms and decomposition. More information can be found on the Barefoot website.					
Year 1	Creating media: digital painting	Data and information: Grouping data	Creating media - Digital writing	Computing systems and networks: Technology around us	Programming A: Moving a robot	Programming B: Introduction to animation
Year 2	Creating Media: Making music	Data and information: Pictograms	Programming A: Robot algorithms	Computing systems and networks: IT around us	Creating Media: Digital photography	Programming B: An introduction to quizzes
Year 3	Data and information: Branching Databases	Creating Media: Stop Frame Animation	Programming B: Events and actions	Creating media: Desktop publishing	Computing systems and networks: Connecting computers	Programming A: Sequence in Music
Year 4	Computing systems and networks: The internet	Creating Media: Audio editing	Creating media: Photo editing	Programming A: Shapes and patterns	Data and information – Data logging	Programming B: Repetition in games
Year 5	Data and information: Flat-file databases	Creating Media – Video editing	Computing systems and networks – Sharing information	Creating media: Vector drawing	Programming A: Selection in physical computing	Programming B: Selection in quizzes
Year 6	Computing systems and networks – communication	Data and information: Spreadsheets	Creating media: 3D modelling	Creating media: Web page creation	Programming A – Variables in games	Programming B – sensing movement