

## Computing LTP



### KEY STAGE 1

IT – Information Technology

DL – Digital Literacy

CS – Computer Science

Year	Autumn	Spring	Summer
EYFS	<b>Computational thinking</b> – Awesome autumn/busy bodies	<b>Computational thinking</b> – People who help us/Springtime	<b>Programming</b> – basic algorithms (everyday tasks)/intro to Beebot
1	<b>Technology Around Us</b> IT – Use technology purposefully. DL – Understand technology in school/home  <b>Digital Painting</b> IT – Create/store digital content	<b>Moving a Robot</b> CS – Understand and create simple programs; logical reasoning  <b>Grouping Data</b> IT – Organise and manipulate data	<b>Digital Writing</b> IT – Create and edit digital content  <b>Programming Animations</b> CS – Create/debug simple programs
2	<b>Information Technology Around Us</b> IT – Use technology purposefully beyond school  <b>Digital Photography</b> IT – Capture, edit and improve digital content	<b>Robot Algorithms</b> CS – Create/debug programs; use logical reasoning  <b>Pictograms</b> IT – Collect, organise and represent data	<b>Making Music</b> IT – Create digital content  <b>Programming Quizzes</b> CS – Design, write and debug programs

## KEY STAGE 2

<b>Year</b>	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>3</b>	<p><b>Connecting Computers</b> CS – Understand networks and the internet</p> <p><b>Stop-frame Animation</b> IT – Create, edit and improve digital content</p>	<p><b>Sequencing Sounds</b> CS – Design/write programs; sequence in programming</p> <p><b>Branching Databases</b> IT – Collect, analyse, evaluate and present data</p>	<p><b>Desktop Publishing</b> IT – Select and combine software to create content</p> <p><b>Events and Actions in Programs</b> CS – Use sequence, selection and repetition</p>
<b>4</b>	<p><b>The Internet</b> CS – Understand how networks and the internet work</p> <p><b>Audio Production</b> IT – Create/edit digital content</p>	<p><b>Repetition in Shapes</b> CS – Use repetition in programs</p> <p><b>Data Logging</b> IT – Collect, analyse and present data</p>	<p><b>Photo Editing</b> IT – Design and create digital content</p> <p><b>Repetition in Games</b> CS – Use repetition and logical reasoning</p>
<b>5</b>	<p><b>Systems and Searching</b> CS – Understand computer systems and search engines</p> <p><b>Video Production</b> IT – Create and edit digital content</p>	<p><b>Selection in Physical Computing</b> CS – Use selection in programs; control/output devices</p> <p><b>Flat-file Databases</b> IT – Use software to analyse and evaluate data</p>	<p><b>Vector Drawing</b> IT – Create digital content using appropriate tools</p> <p><b>Selection in Quizzes</b> CS – Use selection and logical reasoning in programs</p>

<b>6</b>	<p><b>Communication and Collaboration</b></p> <p>CS – Understand networks and online communication; DL – Safe online use</p> <p><b>Web Page Creation</b></p> <p>IT – Design, create and evaluate digital content</p>	<p><b>Variables in Games</b></p> <p>CS – Use variables in programs</p> <p><b>Introduction to Spreadsheets</b></p> <p>IT – Collect, analyse and present data</p>	<p><b>3D Modelling</b></p> <p>IT – Use software to design and create digital artefacts</p> <p><b>Sensing</b></p> <p>CS – Use selection, variables and input/output in programs</p>
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## National Curriculum Coverage Overview

### Computer Science (CS)

- Algorithms (Y1–Y6 progression)
- Sequencing → Selection → Repetition → Variables
- Logical reasoning and debugging
- Networks and the internet
- Physical computing

### Information Technology (IT)

- Creating digital content (text, images, audio, video, web, 3D)
- Data handling (pictograms → databases → spreadsheets)
- Selecting appropriate software tools
- Evaluating digital content

### Digital Literacy (DL)

- Safe and responsible use of technology
- Understanding online communication
- Using technology purposefully