

Computing - Long Term Overview 2024-2025

	Year 1	Year 2	LKS2 Cycle A - 3	LKS2 Cycle B - 4	UPKS2 Cycle A - 5	UPKS2 Cycle B - 6
Autumn	<p>Autumn 1 Computing Systems and Networks: Improving Mouse skills.</p> <p>Autumn 2 Programming: Algorithms Unplugged</p>	<p>Autumn 1 Computing Systems and Networks</p> <p>Autumn 2 Creating Media: Stop Motion</p>	<p>Autumn 1 Computing Systems and Networks: Journey Inside a Computer</p> <p>Autumn 2 Programming: Scratch</p>	<p>Autumn 1 Computing Systems and Networks: Collaborative Learning</p> <p>Autumn 2 Programming: Further Coding with Scratch</p>	<p>Autumn 1 Computing Systems and Networks: Search Engines</p> <p>Autumn 2 Data Handling: Mars Rover (Binary Code)</p>	<p>Autumn 1 Data Handling: Big Data 1</p> <p>Autumn 2 Programming: Intro to Python</p>
Spring	<p>Spring 1 Data Handling: Introduction to Data</p> <p>Spring 2 Programming: Bee-Bots</p>	<p>Spring 1 Programming: Algorithms and Debugging</p> <p>Spring 2 Computing Systems and Networks: Word Processing</p>	<p>Spring 1 Computing Systems and Networks: Networks and the Internet</p> <p>Spring 2 Computing Systems and Networks: Emailing</p>	<p>Spring 1 Data Handling: Investigating Weather</p> <p>Spring 2 Creating Media: Website Design</p>	<p>Spring 1 Programming: Programming Music</p> <p>Spring 2 Creating Media: Stop Motion Animation</p>	<p>Spring 1 Creating Media: History of Computers</p> <p>Spring 2 Computer Systems and Networks: Bletchley Park</p>
Summer	<p>Summer 1 Creating Media: Digital Imagery</p> <p>Summer 2 Creating Media and Data Handling: Rocket to the Moon</p>	<p>Summer 1 Programming: Scratch Jr</p> <p>Summer 2 Data Handling: International Space Station</p>	<p>Summer 1 Data Handling: Comparison Cards Databases</p> <p>Summer 2 Creating Media: Video Trailers.</p>	<p>Summer 1 Programming: Computational Thinking</p> <p>Summer 2 Programming and Creating Media: HTML</p>	<p>Summer 1 Programming: Microbit</p> <p>Summer 2 Programming and Creating Media: Mars Rover 2</p>	<p>Summer 1 Data Handling: Big Data 2</p> <p>Summer 2 Creating Media: Inventing a Product</p>