



Subject Long Term Plan for COMPUTING in Upper Key Stage 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Curriculum Strand	Computing systems and Networks	Creating Media	Creating Media	Data and information	Programming A	Programming B
Year 5: Unit	Sharing information	Vector drawing	Video editing	Flat-file databases	Selection in physical computing	Selection in quizzes
Unit summary	Identifying and exploring how information is shared between digital systems.	Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Creating images in a drawing program by using layers and groups of objects.	Using a database to order data and create charts to answer questions.	Exploring conditions and selection using a programmable microcontroller.	Exploring selection in programming to design and code an interactive quiz.
Year 6: Unit	Internet communication	3D modelling	Webpage creation	Introduction to spreadsheets	Variables in games	Sensing
Unit summary	Recognising how the WWW can be used to communicate and be searched to find information.	Planning, developing, and evaluating 3D computer models of physical objects.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Answering questions by using spreadsheets to organise and calculate data.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Designing and coding a project that captures inputs from a physical device.

National Curriculum Coverage – Years 5 and 6	5.1 Sharing information	5.2 Video editing	5.3 Selection in physical computing	5.4 Flat-file databases	5.5 Vector drawing	5.6 Selection in quizzes	6.1 Internet communication	6.2 Webpage creation	6.3 Variables in games	6.4 Introduction to spreadsheets	6.5 3D modelling	6.6 Sensing
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	✓		✓			✓	✓		✓			✓
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	✓		✓			✓			✓			✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs			✓			✓			✓			✓
Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration	✓						✓					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content		✓		✓			✓	✓				
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	✓	✓						✓	✓		✓	