

# Computing LTP



<b>Cycle A</b>	<b>Autumn 1</b> Computing Systems and Networks	<b>Autumn 2</b> Creating Media	<b>Spring 1</b> Programming A	<b>Spring 2</b> Data and Information	<b>Summer 1</b> Creating Media	<b>Summer 2</b> Programming B
<b>Y1/2</b>	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
<b>Y3/4</b>	Connecting computers	Stop-frame animation	Sequencing Sounds	Branching databases	Desktop publishing	Events and actions in programs
<b>Y5/6</b>	Systems and searching	Video production	Selection in physical computing	Flat-file database	Introduction to vector graphics	Selection in quizzes

# Computing LTP



<b>Cycle B</b>	<b>Autumn 1</b> Computing Systems and Networks	<b>Autumn 2</b> Creating Media	<b>Spring 1</b> Programming A	<b>Spring 2</b> Data and Information	<b>Summer 1</b> Creating Media	<b>Summer 2</b> Programming B
<b>Y1/2</b>	IT around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
<b>Y3/4</b>	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
<b>Y5/6</b>	Communication and collaboration	Web page creation	Variables in games	Introduction to spreadsheets	3D Modelling	Sensing movement

# Computing LTP

