# Rokeby Park Primary School Computing LTP

| Date | | EYFS | | Year 1/2 | | Year 3 | | Year 4 | | Year 5 | | Year 6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Autumn 1 | Sensational Seasons | Systems & Networks<br><br>Technology in Continuous Provision<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | Plagues, Puss and Inferno | IT Around Us<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | Land before time | Connecting Computers<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | The Empire strikes Back! | The Internet<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | Up the Chimneys, Down the mines | Systems and Searching<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | Around the World in 80 Days | Communication & Collaboration<br><br>Computer systems and networks<br>Creating media<br>Digital literacy |
| Autumn 2 | | | | | | | | | | | | |
| Spring 1 | Down on the Farm | Programming<br><br>Technology in Continuous Provision<br><br>Programming<br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | Into the Blue | Programming A- Robot Algorithms<br><br>Programming<br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | Location, Location, Location | Programming A – Sequencing Sounds<br><br>Programming<br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | Cloud to coast | Programming A – Repetition in Shapes<br><br>Programming<br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | Land, Sea and Space | Programming A – Selection in Physical Computing<br><br>Programming<br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | Journeys and Justice | Programming A – Variables in Games<br><br>Programming<br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy |
| Spring 2 | | | | | | | | | | | | |
| Summer 1 | Bears and Beasts | Creating Media<br><br>Technology in Continuous Provision<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | Ready, Steady, Grow | Pictograms<br><br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | From bean to bar | Branching Database<br><br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | By the power of Ra! | Data Logging<br><br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | Raiders, Traders and Invaders | Flat-file databases<br><br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy | Bullets, Bombs and Blitz | Introduction to spreadsheets<br><br>Data and information<br>Computer systems and networks<br>Creating media<br>Digital literacy |
| Summer 2 | | | | Making Music<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | | Stop – Frame Animation<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | | Photo Editing<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | | Introduction to vector graphics<br><br>Computer systems and networks<br>Creating media<br>Digital literacy | | Web page creation<br><br>Computer systems and networks<br>Creating media<br>Digital literacy |