



## Kilby St Mary's Computing Long-Term Map

### Computing Long-Term Map – Cycle A (2023/24)

Year Group/s	Aut 1 <sup>st</sup>	Aut 2 <sup>nd</sup>	Spr 1 <sup>st</sup>	Spr 2 <sup>nd</sup>	Sum 1 <sup>st</sup>	Sum 2 <sup>nd</sup>
YR	Busy Bodies	Awesome Autumn	Winter Warmers	Springtime	People Who Help Us	Summer Fun
Yr 1/2	Technology Around Us	Digital Painting	Moving A Robot	Grouping Data	Digital Writing	Programming Animations
Yr 3/4	Connecting Computers	Stop Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events & Actions In Programs
Yr 5/6	Systems & Searching	Video Production	Selection In Physical Computing	Flat-File Databases	Vector Graphics	Selection In Quizzes

### Computing Long-Term Map – Cycle B (2024/25)

Year Group/s	Aut 1 <sup>st</sup>	Aut 2 <sup>nd</sup>	Spr 1 <sup>st</sup>	Spr 2 <sup>nd</sup>	Sum 1 <sup>st</sup>	Sum 2 <sup>nd</sup>
YR	Busy Bodies	Awesome Autumn	Winter Warmers	Springtime	People Who Help Us	Summer Fun
Yr 1/2	Information Tech. Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Yr 3/4	The Internet	Audio Production	Repetition In Shapes	Datalogging	Photo Editing	Repetition In Games
Yr 5/6	Communication & Collaboration	Webpage Creation	Variables In Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement