



Church Cowley Long Term Plan Computing- 2016-17

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1	Sequencing – simple actions/events	Email and how/why it is used	Digital Literacy	Blogging – presenting through research.	Game Creation – coding	Book Creation
Term 2	Digital photography and stories	Game creation – coding	Blogging	Creating a 3D World	Website Design	Digital Literacy
Term 3	Algorithms – coding	Algorithms – coding	Book Creation	Digital Literacy	Augmented Reality	Introduction to advanced coding languages
Term 4	The Internet and how we use it	Research skills and Book creation	Marketing and Propaganda	Game Creation – coding	Digital Literacy	1. Designing wearable technology
Term 5	Digital Literacy	Debugging – fault finding in code	Coding and games	Movie Making and production	Code Breaking	2. Basic programming and app development
Term 6	Simple programming	Digital Literacy	Coding and algorithms	Creating a web page	Animation creation	3. Game creation/Shares and stocks