



South Hill school Computing LTP 2020 - 2021



Units	Computing Systems and Networks	Data and Information	Programming A	Programming B	Creating Media	Creating Media
Reception	<p>Children use recording devices and create digital images and animation. They record sound effects for storytelling, and use CDs and other sound technologies. Children take photographs and use sound recorders. Children develop mouse skills and fine motor skills through using controls on technology devices. Children use apps and software to create graphics Children make sounds and music using technology Children incorporate technology into their role-play, e.g. a cash till. Children use instructional language and explore programmable devices such as floor robots. Children use sound devices to record and play back appropriate sounds to enhance imaginative play Children use simple software to explore numbers and sort objects. Children use sound devices to record themselves talking about numbers, shapes and objects.</p>				PURPLE MASH PLANNING TO BE USED TO ACHIEVE OBJECTIVES	Programmable Robots✓ Recordable Books✓ iPads ✓
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Grouping Data	Moving a Robot	Introduction to animation	Digital Painting	Digital Writing
Year 2	Information Technology Around Us	Robot algorithms	Making Music	Pictograms	Digital Photographs	Quizzes
Year 3	Connecting Computers	Stop Frame Animation	Branching Databases	Desktop Publishing	Sequence in music	Events and actions
Year 4	The Internet	Photo Editing	Data Logging	Repetition in shapes	Repetition in games	Audio Editing
Year 5	Sharing Information	Vector Drawing	Selection in physical computing	Chatbot selection	Flat-file Databases	Video Editing
Year 6	Communication	Spreadsheets	Variables in games	Sensing	3D Modelling	Web Page Design

Everyone to start with Computing Systems and Networks in Autumn 1 – Then select units that suit your creative curriculum.
 Programming unit should be taught in order e.g. A then B with no longer than half a term between the units e.g. if you teach
Programming A in Spring 1 the latest you should teach Programming B is Summer 1