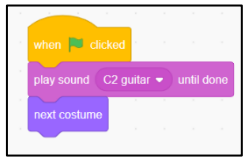
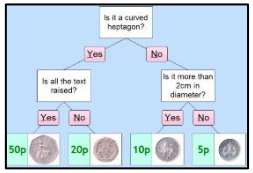
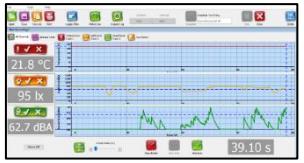
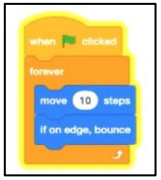
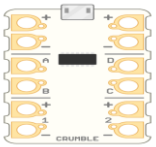
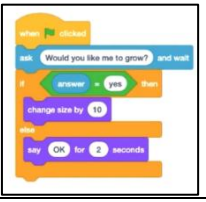
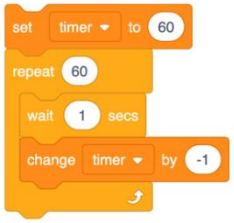
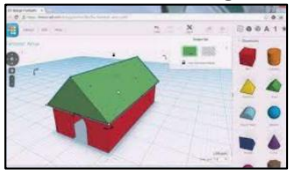
Long term overview – Computing

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 3	Connecting computers 	Stop-frame animation 	Sequencing sounds 	Branching databases 	Desktop publishing 	Events and actions in programs 
Year 4	The internet 	Audio production 	Repetition in shapes 	Data logging 	Photo editing 	Repetition in games 
Year 5	Systems and searching 	Video production 	Selection in physical computing 	Flat-file databases 	Vector drawing 	Selection in quizzes 
Year 6	Communication and collaboration 	Web page creation 	Variables in games 	Spreadsheets 	3D modelling 	Sensing movement 