Long term overview – Computing

	Autumn 1st	Autumn 2nd	Spring 1st	Spring 2nd	Summer 1st	Summer 2nd
Year 3	Connecting computers 3.1	Stop-frame animation 3.2	Desktop publishing 3.5	Branching Databases 3.4	Sequencing sounds 3.3	Events & Actions in Programs 3.6
Year 4	The Internet 4.1	Audio Programming 4.2	Photo editing 4.5	Data logging 4.4	Repetition in Shapes 4.3	Repetition in Games 4.6
Year 5	Flat-File databases 5.4	Vector Drawing 5.5	Video Production 5.2	Selection in Physical computing 5.3	Selection in Quizzes 5.6	Sharing Information 5.1
Year 6	Internet communication 6.1	3D modelling 6.5	Webpage creation 6.2	Variables in games 6.3	Introduction to Spreadsheets 6.4	Sensing 6.6