Long Term Sequence: Computing (2026-2027)

Excellence in **Computing** - Long Term Sequence

Half Term/Strand	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Half Term 1: ***Programming and Physical Computing***	Coding Cats & Dogs	Game Making	Solving Problems with Algorithms	Physical Systems: Coding Recycled Musical Instruments	Arcade Gaming	Robotics	Python Chat Bot and Quiz
Half Term 2: ***Multimedia Computing***	Creative Computing	Animation	School Radio Show	Multimedia Quiz	Video Editing – Try Not to Laugh	Photo Editing – Movie Stars	Internal Computer Components
Half Term 3: ***Computer Systems and Networks***	Awesome Animations	Online Treasure Hunt	Gathering Data – Online Research	Computer Aided Design – Game Characters	History of Computing	Web Design	Artificial Intelligence
Half Term 4: ***Data Information and Modelling***	Terrific Technology	Presenting Our Community	Presenting Data – Spreadsheets and Databases	Analysing Data – Game Competition	Collecting and Analysing Data – Local Transport	Lemonade Stand Game Hacking with Data Analysis	Image Investigators
Half Term 5: ***Programming and Physical Computing***	Creative Creature Coding	Coding a Story	Game Design – Scratch	Coding a Quiz – Visual Programming	Physical Computing Gaming	Arcade Gaming – Advanced Visual Programming	Bits, Bytes and Computer Builds
Half Term 6: ***Digital Citizenship***	Online Safety Creations	Online Safety – Comic Creator	Digital Citizenship – Podcasters	Digital Citizenship – Game Designers	Digital Citizenship – Influencers	Digital Citizenship – Web Designers	JavaScript Game Designers

JAM Coding used to deliver Computing Curriculum