**Foxfields Academy – Computing – Long Term Plan (2024/2025)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Unit 1** | **Unit 2** | **Unit 3** | **Unit 4** | **Unit 5** | **Unit 6** |
| **Step 1** | Computing Systems and Networks – Technology Around Us | Creating Media – Digital Painting | Programming A – Moving a Robot | Data and Information – Grouping Data | Creating Media – Digital Writing | Programming B – Programming Animations |
| **Step 2** | Computing Systems and Networks – IT Around Us | Creating Media – Digital Photography | Programming A – Robot Algorithms | Data and Information - Pictograms | Creating Media – Digital Music | Programming B – Programming Quizzes |
|  | | | | | | |
| **Step 3** | Computing Systems and Networks – The Internet | Creating Media – Audio Production | Programming A – Repetition in Shapes | Data and Information – Data Logging | Creating Media – Photo Editing | Programming B – Repetition in Games |
| **Step 4** | Computing Systems and Networks – Systems and Searching | Creating Media – Video Production | Programming A – Selection in Physical Computing | Data and Information – Flat-File Databases | Creating Media – Introduction to Vector Graphics | Programming B – Selection in Quizzes |
|  | | | | | | |
| **Step 5** | Clear Messaging in Digital Media | Networks from Semaphores to the Internet | Programming Essentials in Scratch – Part 1 | Modelling Data Using Spreadsheets | Programming Essentials in Scratch – Part 2 | Using Media – Gaining Support for a Cause |
| **Step 6** | Media – Vector Graphics | Layers of Computing Systems | Developing for the Web | Representations – from Clay to Silicon | Mobile App Development | Introduction to Python Programming |
|  | | | | | | |
| **Step 7** | Computing Systems and Networks – Technology Around Us | Creating Media – Digital Painting | Programming A – Moving a Robot | Data and Information – Grouping Data | Creating Media – Digital Writing | Programming B – Programming Animations |
| **Step 8** | Computing Systems and Networks – IT Around Us | Creating Media – Digital Photography | Programming A – Robot Algorithms | Data and Information - Pictograms | Creating Media – Digital Music | Programming B – Programming Quizzes |
| **Step 9** | Computing Systems and Networks – Connecting Computers | Creating Media – Stop-Frame Animations | Programming A – Sequencing Sounds | Data and Information – Branching Databases | Creating Media – Desktop Publishing | Programming B – Events and Actions in Programs |
|  | | | | | | |

Planning adapted from Teach Computing (Step 1-9)