# Woodlands Academy     Computing – Long Term Plan

| | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|---|---|---|---|---|---|---|
| **Step 1** | Computing systems and networks – Technology around us | Careers and Personal Development | Creating media – digital painting | Online Safety & Contextualised Issues | Data and information – Grouping Data | Programming – Programming animations |
| **Step 2** | Computing systems and networks – IT around us | Careers and Personal Development | Creating media – Digital Photography | Online Safety & Contextualised Issues | Data and Information – Pictograms | Programming – Programming Quizzes |
| **Step 3** | Computing systems & networks – connecting computers | Careers and Personal Development | Creating media – Desktop publishing | Online Safety & Contextualised Issues | Data and Information – Branching databases | Programming – Sequencing sounds |
| **Step 4** | Computing systems & networks – The internet | Careers and Personal Development | Creating media – Audio production | Online Safety & Contextualised Issues | Data and Information – Data logging | Programming – Repetitions in games |
| **Step 5** | Computing systems & networks – Systems and searching | Careers and Personal Development | Creating media – video production | Online Safety & Contextualised Issues | Data and Information – Flat-file databases | Programming – selections in quizzes |
| **Step 6** | Computing systems and networks - communication | Careers and Personal Development | Creating media – web page creation | Online Safety & Contextualised Issues | Data and information – introduction to spreadsheets | Programming – variables in games |
| **Step 7** | Clear messaging in digital media | Careers and Personal Development | Using media – gaining support for a cause | Online Safety & Contextualised Issues | Modelling data using spreadsheets | Programming essentials in Scratch |
| **Step 8** | Media – Vector graphics | Careers and Personal Development | Layers of computing systems | Online Safety & Contextualised Issues | Developing for the web | Mobile app development |
| **Step 9** | Media – Animations | Careers and Personal Development | Data Science | Online Safety & Contextualised Issues | Introduction to cybersecurity | Applying programming skills with physical computing |
| **Key Stage Four Pathways** | | | | | | |
| **Entry Level 2** | Safe Practice | Careers and Personal Development | Information and Sources / Data | Emails | Internet | Editing |
| **Entry Level 3** | Interface and Hardware | Careers and Personal Development | Storing and Finding Information / Graphics | Data and Spreadsheets Online Safety | Emails | Problem Solving |
| **Functional Skills Level 1** | Storage and Information | Careers and Personal Development | Presenting Information / Conditions | Digital Media | Publications | Emailing and Responsible Collaboration |
| **Stage 10 GCSE** | Programming – Sequences Computing Systems | Computing Systems Programming – Selection and Iteration | Programming – Subroutines | Algorithms – The essentials Programming – Strings and Lists | Data Representations | Algorithms – Searching and Sorting |
| **Stage 11 GCSE** | Algorithms – Searching and Sorting | Programming – Dictionaries and Data Files | Impacts of Technology Computer Networks | Network Security Databases and SQL | HTML Object-oriented programming | *Exams* |

Planning adapted from Teach Computer Curriculum