



Bowman Academy – Computing – Long Term Plan



	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)