Bowman Academy – Computing – Long Term Plan

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Semi-Formal (STEM)	Me and other people My Senses	My home Light and dark	Transport Slow and Fast	My world Hot and Cold	Animals Big and Little	Water Wet and Dry
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)