Computing Curriculum Long Term Scheme of Work

Strands	Computing systems and networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Stage 1 2025-6	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Stage 1 2026-7	Information Technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Stage 2 2025-6	Connecting computers	Desktop publishing	Sequencing sounds	Branching databases	Stop frame animation	Events and actions in programmes
Stage 2 2026-7	The Internet	Photo editing	Repetition in shapes	Data logging	Audio production	Repetition in games
Stage 3 2025-6	Systems & searching	Introduction to vector graphics	Selection in physical computing	Flat file databases	Video production	Selection in quizzes
Stage 3 2026-7	Communication & Collaboration	Web page creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement

Online Safety- Education for a Connected World framework- links are made in the above units

Source: National Centre for Computing Education