

YEAT Computing Curriculum - Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing systems and networks	Programming	Creating media	Data and information	Creating media	Programming
KS1 Cycle A	IT around us	Lego Spike Essentials—Robot algorithms	Digital photography	Pictograms	Digital Music	Programming quizzes
KS1 Cycle B (2025-26)	Technology around us	Lego Spike Essentials—Moving a robot	Digital painting	Grouping Data	Digital Writing	Programming animations
KS2 Cycle A	Communication and collaboration	Y3/4 Repetition in shapes Y5/6 Variables in games	Webpage creation	Y3/4 Data Logging Y5/6 Introduction to spreadsheets	3D modelling	Y3/4 Repetition in Games Y5/6 Sensing movement
KS2 Cycle B (2025-26)	Connecting computers	Y3/4 Lego Spike Essentials—Events & Actions Y5/6 Lego Spike Prime—Selection in physical computing	Stop frame animation	Y3/4 Branching databases Y5/6 Flat-file Databases	Desktop publishing	Y3/4 Sequencing sounds Y5/6 Selection in quizzes
KS2 Cycle C	The Internet	Y3/4 Repetition in shapes Y5/6 Variables in games	Audio production	Y3/4 Data Logging Y5/6 Introduction to spreadsheets	Photo Editing	Y3/4 Repetition in Games Y5/6 Sensing movement
KS2 Cycle D	Systems and searching	Y3/4 Lego Spike Essentials—Events & Actions Y5/6 Lego Spike Prime—Selection in physical computing	Video production	Y3/4 Branching databases Y5/6 Flat-file Databases	Introduction to vector graphics	Y3/4 Sequencing sounds Y5/6 Selection in quizzes

