

Plaxtol Primary School Teach Computing 2 year plan	Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 and 2 (Online safety to begin each lesson)	Cycle A 2025-26	Digital Photography (Y2)	Information technology around us (Y1)	Moving a robot (Y1)	Programming animations (Y1)	Digital Writing (Y1)	Making Music (Y2)
	Cycle B 2026-27	Information Technology around us (Y2)	Digital Painting (Y1)	Grouping data (Y1)	Pictograms (Y2)	Robot algorithms (Y2)	An introduction to quizzes (Y2)
Year 3 and 4 (Online safety to begin each lesson)	Cycle A 2025-26	Creating Media: Audio editing (Y4)	Computing Systems and Networks: The Internet (Y4)	Creating Media: Animation (Y3)	Data and Information: Branching databases (Y3)	Programming A: Repetition in Shapes (Y4)	Programming B: Repetition in games (Y4)
	Cycle B 2026-27	Creating Media: Desktop Publishing (Y3)	Computing Systems and Networks: Connecting Computers (Y3)	Creating Media: Photo editing (Y4)	Data and Information: Data logging (Y4)	Programming A: Sequence in Music (Y3)	Programming B: Events and actions (Y3)
Year 5 and 6 (Online safety to begin each lesson)	Cycle A 2025-26	Computing systems and networks – Sharing information (Y5)	Creating media – 3D Modelling (Y6)	Creating media – Web page creation (Y6)	Data and information – Spreadsheets (Y6)	Programming A – Selection in physical computing (Y5)	Programming B – Selection in quizzes (Y5)

	Cycle B 2026-27	Computing systems and networks – Communication (Y6)	Creating media – Vector drawing (Y5)	Creating media – Video editing (Y5)	Data and information – Flat- file databases (Y5)	Programming A – Variables in games (Y6)	Programming B – Sensing (Y6)
--	--------------------	---	--	---	---	---	------------------------------------