Greasby Infant School Computing Long Term Overview 2024-25



	Autumn	Spring	Summer
	Computing Systems and Networks	Creating Media	Programming
Year 1	Technology around us	Digital painting	Programming animations
	Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Designing and programming the movement of a character on screen to tell stories.
	Desktop/iPad - Paintz.app	Desktop - Microsoft Paint or similar.	Desktop/iPad - ScratchJr/Espresso.
Year 2	Information technology around us	Digital photography	Programming quizzes
	Identifying IT and how its responsible use improves our world in school and beyond	Capturing and changing digital photographs for different purposes.	Designing algorithms and programs that use events to trigger sequences of code.
	Desktop - Google Slides or Microsoft PowerPoint	Digital Camera/iPad	Desktop/iPad - ScratchJr/Espresso.

Red - Digital Literacy Blue - Information Technology Green - Computer Science