

## Computing Curriculum Overview – 2026 – 2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	<b>Computing Skills</b> Parts of a computer Using a computer <u>Programs:</u> ncce.io/drag Paintz Typing Club		<b>Digital painting</b> Effective use of tools Creating Media <u>Programs:</u> Paintz	<b>Digital writing</b> Effective use of tools Creating Media <u>Programs:</u> Word	<b>Moving a robot</b> Algorithms Programming <u>Programs/ equipment:</u> Beebots	<b>Programming animations</b> Programming Design and development <u>Programs:</u> Scratch Jr
<b>Year 2</b>	<b>Information technology around us</b> Networks Computing systems <u>Activity:</u> Observe around the school	<b>Digital photography</b> Effective use of tools Creating media <u>Equipment:</u> iPads, camcorders, digital cameras	<b>Robot algorithms</b> Algorithms Programming <u>Programs:</u> J2e programming Beebots	<b>Pictograms</b> Data and information Effective use of tools <u>Programs:</u> J2e pictogram	<b>Making music</b> Creating media Design and development <u>Programs:</u> Musiclab	<b>Programming quizzes</b> Programming Design and development <u>Programs:</u> Scratch Jr
<b>Year 3</b>	<b>Connecting computers</b> Networks Computing systems <u>Programs/ systems:</u> The internet/ World Wide Web	<b>Branching databases</b> Data and information Effective use of tools <u>Programs:</u> J2e.com/j2edata	<b>Stop-frame animation</b> Effective use of tools Creating media <u>Programs/ equipment:</u> iMotion on iPads	<b>Sequencing sounds</b> Programming Design and development <u>Programs:</u> Scratch	<b>Desktop publishing</b> Effective use of tools Creating media <u>Programs:</u> Website: Adobe Spark	<b>Events and actions in programs</b> Programming Design and development <u>Programs:</u> Scratch
<b>Year 4</b>	<b>The internet</b> Networks Safety and security <u>Programs/ systems:</u> The internet/ World Wide Web	<b>Audio production</b> Effective use of tools Creating media <u>Programs/ equipment:</u> Audacity Voice recorder on laptops	<b>Repetition in shapes</b> Algorithms Programming <u>Programs:</u> Logo/ Turtle Academy	<b>Data logging</b> Computing systems Data and information <u>Equipment:</u> TTS Data Logger Sensors	<b>Photo editing</b> Effective use of tools Creating media <u>Programs:</u> Paint.net	<b>Repetition in games</b> Programming Design and development <u>Programs:</u> Scratch
<b>Year 5</b>	<b>Sharing information</b> Networks Effective use of tools <u>Programs/ equipment:</u> World Wide Web Search engines	<b>Flat-base data files</b> Data and information Effective use of tools <u>Programs:</u> J2Data sample Expedia	<b>Selection in physical computing</b> Programming Computing systems <u>Programs:</u> Crumble	<b>Video production</b> Creating media Design and development <u>Programs/ systems:</u> Camera on iPads	<b>Vector drawing</b> Effective use of tools Creating media <u>Programs:</u> Google Drawings App Vectr Google Slides	<b>Selection in quizzes</b> Algorithms Programming <u>Programs:</u> Scratch
<b>Year 6</b>	<b>Internet communication</b> Networks Effective use of tools <u>Programs:</u> Google Workspaces	<b>Webpage creation</b> Creating media Design and development <u>Programs:</u> Google sites Google workspaces	<b>Variables in games</b> Programming Design and development <u>Programs:</u> Scratch	<b>Introduction to spreadsheets</b> Effective use of tools Data and information <u>Programs:</u> Google Sheets & Slides Microsoft Excel	<b>3D modelling</b> Effective use of tools Creating media <u>Programs:</u> Tinkercad	<b>Sensing</b> Programming Computing systems <u>Programs:</u> Micro:bit

## EYFS

Strand	What is a computer?	Creating Media	Data	Programming	Digital Literacy
<b>Skills/Area Covered</b>	<ul style="list-style-type: none"> <li>- Use different digital devices.</li> <li>- Recognise that you can access content on a digital device.</li> <li>- Use a mouse, touchscreen or appropriate access device to target and select options on screen.</li> <li>- Recognise a selection of digital devices.</li> <li>- Recognise the basic parts of a computer, e.g. mouse, screen, keyboard.</li> <li>- Select a digital device to fulfil a specific task, e.g. to take a photo.</li> </ul>	<ul style="list-style-type: none"> <li>- Use technology to explore and access digital content.</li> <li>- Operate a digital device with support to fulfil a task.</li> <li>- Create simple digital content, e.g. digital art.</li> <li>- Choose media to convey information, e.g. image for a poster.</li> </ul>	<ul style="list-style-type: none"> <li>- Access content in a range of formats, e.g. image, video, audio.</li> <li>- Answer basic questions about information displayed in images e.g. more or less.</li> </ul>	<ul style="list-style-type: none"> <li>- Explore technology.</li> <li>- Repeat an action with technology to trigger a specific outcome.</li> <li>- Recognise the success or failure of an action.</li> <li>- Follow simple instructions to control a digital device.</li> <li>- Recognise that we control computers.</li> <li>- Input a short sequence of instructions to control a device.</li> </ul>	<ul style="list-style-type: none"> <li>- Are aware that some online content is inappropriate.</li> <li>- Are aware that information can be public or private.</li> <li>- Know to tell an appropriate adult if they see something on the computer that upsets them.</li> </ul>

## KS1

### Year 1 Computing Overview

	Autumn Term		Spring Term		Summer Term	
<b>Skills/ Areas covered</b>	Computing Skills and Technology Around Us <ul style="list-style-type: none"> <li>• Identify technology</li> <li>• Login to laptops</li> <li>• Use the mouse</li> <li>• Use the keyboard</li> <li>• Save a file</li> <li>• Find and open a file</li> </ul>		Creating media – Digital painting <ul style="list-style-type: none"> <li>• Use the free hand, shape and line tools</li> </ul>	Creating Media – digital writing. <ul style="list-style-type: none"> <li>• Use a computer to write</li> <li>• Add and remove text</li> </ul>	Programming A – moving a robot. <ul style="list-style-type: none"> <li>• Combine commands to make a sequence</li> <li>• Plan a program</li> </ul>	Programming B – Programming animations. <ul style="list-style-type: none"> <li>• Chose a command for a purpose</li> <li>• Use an algorithm to create a program</li> </ul>
<b>Resources</b>	<ul style="list-style-type: none"> <li>• ncce.io/drag</li> <li>• Paintz</li> </ul>		<ul style="list-style-type: none"> <li>• Paintz</li> </ul>	<ul style="list-style-type: none"> <li>• Word</li> </ul>	<ul style="list-style-type: none"> <li>• Beebots</li> </ul>	<ul style="list-style-type: none"> <li>• ScratchJr</li> </ul>

### Year 2 Computing Overview

	Autumn Term		Spring Term		Summer Term	
<b>Skills/ Areas covered</b>	Information technology around us <ul style="list-style-type: none"> <li>• Networks</li> <li>• Computing systems</li> </ul>	Digital Photography <ul style="list-style-type: none"> <li>• Effective use of tools</li> <li>• Creating media</li> </ul>	Robot Algorithms <ul style="list-style-type: none"> <li>• Algorithms</li> <li>• Programming</li> </ul>	Pictograms <ul style="list-style-type: none"> <li>• Data and information</li> <li>• Effective use of tools</li> </ul>	Making Music <ul style="list-style-type: none"> <li>• Creating media</li> <li>• Design and development</li> </ul>	Programming Quizzes <ul style="list-style-type: none"> <li>• Programming</li> <li>• Design and development</li> </ul>
<b>Resources</b>	<ul style="list-style-type: none"> <li>• Walk around the school</li> </ul>	<ul style="list-style-type: none"> <li>• iPad – camera</li> <li>• Camcorders</li> <li>• Digital cameras</li> </ul>	<ul style="list-style-type: none"> <li>• J2e programming</li> <li>• Beebots</li> </ul>	<ul style="list-style-type: none"> <li>• J2e pictogram</li> </ul>	<ul style="list-style-type: none"> <li>• Chrome Musiclab</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch Jr</li> </ul>

## LKS2

### Year 3 Computing Overview

	Autumn Term		Spring Term		Summer Term	
<b>Skills/ Areas covered</b>	Computing systems and networks - Connecting computers <ul style="list-style-type: none"> <li>• Networks</li> <li>• Computing systems</li> </ul>	Data and information - Branching databases <ul style="list-style-type: none"> <li>• Data and information</li> <li>• Effective use of tools</li> </ul>	Creating media - Stop-frame animation <ul style="list-style-type: none"> <li>• Effective use of tools</li> </ul> Creating media	Programming A - Sequencing sounds <ul style="list-style-type: none"> <li>• Programming</li> <li>• Design and development</li> <li>•</li> </ul>	Creating media - Desktop publishing <ul style="list-style-type: none"> <li>• Effective use of tools</li> <li>• Creating media</li> </ul>	Programming B - Events and actions in programs <ul style="list-style-type: none"> <li>• Programming</li> <li>• Design and development</li> </ul>
<b>Resources</b>		<ul style="list-style-type: none"> <li>• j2data</li> </ul>	<ul style="list-style-type: none"> <li>• iMotion</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch</li> </ul>	<ul style="list-style-type: none"> <li>• Adobe Spark</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch</li> </ul>

### Year 4 Computing Overview

	Autumn Term		Spring Term		Summer Term	
<b>Skills/ Areas covered</b>	Computing systems and networks - The Internet <ul style="list-style-type: none"> <li>• Networks</li> <li>• Safety and security</li> </ul>	Audio Production <ul style="list-style-type: none"> <li>• Effective use of tools</li> <li>• Creating Media</li> </ul>	Repetition in shapes <ul style="list-style-type: none"> <li>• Algorithms</li> <li>• Programming</li> </ul>	Data Logging <ul style="list-style-type: none"> <li>• Computing systems</li> <li>• Data and information</li> </ul>	Photo editing <ul style="list-style-type: none"> <li>• Programming</li> <li>• Design and development</li> </ul>	Repetition in games <ul style="list-style-type: none"> <li>• Effective use of tools</li> <li>• Creating media</li> </ul>
<b>Resources</b>		<ul style="list-style-type: none"> <li>• Audacity</li> <li>• Voice recorder</li> </ul>	<ul style="list-style-type: none"> <li>• Turtle Academy</li> </ul>	<ul style="list-style-type: none"> <li>• TTS Data logger</li> <li>• Sensors</li> </ul>	<ul style="list-style-type: none"> <li>• Paint.net</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch</li> </ul>

## UKS2

### Year 5 Computing Overview

	Autumn Term		Spring Term		Summer Term	
<b>Skills</b>	Networks Effective use of tools  <ul style="list-style-type: none"> <li>• Sharing information</li> <li>• Systems and searching</li> </ul>	Data and information Effective use of tools  <ul style="list-style-type: none"> <li>• Data and information</li> <li>• Flat-file databases</li> </ul>	Programming Computing systems  <ul style="list-style-type: none"> <li>• Programming A</li> <li>• Selection in physical computing</li> </ul>	Design and development - Creating media  <ul style="list-style-type: none"> <li>• Creating media</li> <li>• Video production</li> </ul>	Effective use of tools Creating media  <ul style="list-style-type: none"> <li>• Creating Media</li> <li>• Introduction to vector graphics</li> </ul>	Programming Algorithms  <ul style="list-style-type: none"> <li>• Programming B</li> <li>• Selection in quizzes</li> </ul>
<b>Resources</b>	<ul style="list-style-type: none"> <li>• WWW</li> <li>• Search Engines</li> </ul>	<ul style="list-style-type: none"> <li>• J2Data sample databases</li> <li>• Expedia</li> </ul>	<ul style="list-style-type: none"> <li>• Crumble</li> <li>• Output devices</li> <li>• Scratch</li> </ul>	<ul style="list-style-type: none"> <li>• iPad camera</li> </ul>	<ul style="list-style-type: none"> <li>• Google Drawings App</li> <li>• Vectr</li> <li>• Google slides</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch</li> </ul>

### Year 6 Computing Overview

	Autumn Term		Spring Term		Summer Term	
<b>Skills/ Areas covered</b>	Internet Communication  <ul style="list-style-type: none"> <li>• Networking</li> <li>• Effective use of tools</li> </ul>	Webpage Creation  <ul style="list-style-type: none"> <li>• Creating Media</li> <li>• Design and Development</li> </ul>	Variables in games  <ul style="list-style-type: none"> <li>• Programming</li> <li>• Design and Development</li> </ul>	Introduction to spreadsheets  <ul style="list-style-type: none"> <li>• Effective use of tools</li> <li>• Data and information</li> </ul>	3D modelling  <ul style="list-style-type: none"> <li>• Effective use of tools</li> <li>• Creating media</li> </ul>	Sensing Movement  <ul style="list-style-type: none"> <li>• Programming</li> <li>• Computing system</li> </ul>
<b>Resources</b>	<ul style="list-style-type: none"> <li>• Scratch</li> <li>• Google Work spaces</li> </ul>	<ul style="list-style-type: none"> <li>• Google sites</li> <li>• Google workspaces</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch</li> </ul>	<ul style="list-style-type: none"> <li>• Google Sheets/ Microsoft Excel</li> <li>• Google slides</li> </ul>	<ul style="list-style-type: none"> <li>• Tinkercad</li> </ul>	<ul style="list-style-type: none"> <li>• Micro:bit</li> </ul>