



Dream Big, Aim High
& Make a Difference

Computing Curriculum Overview 25-26

Subject	Autumn		Spring		Summer	
Year R	Computing skills covered in continuous provision linked to weekly topics. (Code-it Guided Play).					
Year 1	Computing systems and networks – Technology around us.	Programming A – Moving a robot	Creating media – Digital painting	Data and Information – grouping data	Programming B – Programming animations	Creating media – Digital writing
Year 2	Computing systems and networks – IT around us	Programming A – Robot algorithms	Creating media – Digital photography	Data and Information – Pictograms	Programming B – Programming quizzes	Creating media – Digital music
Year 3	Computing systems and networks – Connecting computers	Programming A – Sequencing sounds	Creating media – Stop frame animation	Data and information – Branching databases	Programming B – Events and actions in programs	Creating media – Desktop publishing
Year 4	Computing systems and networks - The internet	Programming A – Repetition in shape	Creating media – Audio production	Data and information – Data logging	Programming B – Repetition in games	Creating media – Photo editing
Year 5	Computing systems and networks – Systems and searching	Programming A- Selection in Physical computing	Creating media – Video production	Data and information – Flat-file databases	Programming B – Selection in quizzes	Creating media – Introduction to vector graphics
Year 6	Computing systems and networks – Communication and collaboration.	Programming A – Variables in a game	Creating media – Web page creation	Data and information – Introduction to spreadsheets	Programming B – Sensing movement	Creating Media – 3D modelling

