

Curriculum Overview – Computing– 2026 - 2027

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Online Safety - Online relationships	Online Safety – Health, Wellbeing & Lifestyle	Online Safety – Privacy & Security Safer Internet Day	Online Safety – Managing information online	Online Safety – Self-Image and Identity	Online Safety – Online Bullying
Year 1	Technology around us Online Safety – Online Relationships	Programming A – Moving a robot Online Safety – Health, Wellbeing & Lifestyle	Digital painting Online Safety – Privacy & Security Safer Internet Day	Grouping Data Online Safety – Self-Image and Identity	Programming B – Programming animations Online Safety – Online Bullying	Digital Writing Online Safety – Managing Information Online
Year 2	Information Technology around us Online Safety – Online Relationships	Pictograms Online Safety – Health, Wellbeing & Lifestyle	Programming A – Robot Algorithms Online Safety – Privacy & Security; Self-image and identity Safer Internet Day	Digital Music Online Safety – Managing Online Information	Digital Photography Online Safety – Online Reputation; Copyright & Ownership	Programming B – Quizzes Online Safety – Online Bullying
Year 3	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A – Sequencing sounds	Data and Information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing systems and networks – The internet	Creating media – Audio production	Programming A – Repetition in shapes	Data and Information – Datalogging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Systems and searching	Creating media – Video production	Programming A – Selection in physical computing	Data and Information – Flatfile databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication and Collaboration	Creating media – Web-page creation	Programming A – Variables in games	Data and Information - Spreadsheets	Creating media – 3D modelling	Programming B – Sensing movement