

Ewanrigg Junior School

Computing Curriculum

Cycle A 2025-2026

Cycle B 2026-2027

Year group	Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3/4	A	<p><u>Branching databases</u> Building and using branching databases to group objects using yes/no questions.</p>	<p><u>Sequencing sounds</u> Creating sequences in a block-based programming language to make music.</p>	<p><u>Events and actions in programmes</u> Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>	<p><u>Data logging</u> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p><u>Desktop publishing</u> Creating documents and modifying text, images and page layouts for a specific purpose.</p>	<p><u>Repetition in games</u> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>
	B	<p><u>Connecting computers</u> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p><u>Repetition in shapes</u> Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p><u>Stop frame animation</u> Capturing and editing digital still images to produce a stop frame animation that tells a story.</p>	<p><u>The internet</u> Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content.</p>	<p><u>Photo editing</u> Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled.</p>	<p><u>Audio production</u> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>

Year 5/6	A	<u>Flat-file databases</u> Using a database to order data and create charts to answer questions.	<u>Selection in quizzes</u> Exploring selection in programming to design and code an interactive quiz.	<u>Vector graphics</u> Creating images in a drawing program by using layers and groups of objects.	<u>Spreadsheets</u> Answering questions by using spreadsheets to organise and calculate data.	<u>Variables in games</u> Exploring variables when designing and coding a game.	<u>3D modelling</u> Planning, developing, and evaluation 3D computer models of physical objects.
	B	<u>Systems and searching</u> Recognising IT systems in the world and how some can enable searching on the internet.	<u>Selection in physical computing</u> Exploring conditions and selection using a programmable microcontroller.	<u>Video production</u> Planning, capturing, and editing video to produce a short film.	<u>Communication and collaboration</u> Exploring how data is transferred by working collaboratively online.	<u>Sensing movement</u> Designing and coding a project that captures inputs from physical devices.	<u>Web page creation</u> Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.

DATA AND INFORMATION

COMPUTER SYSTEMS AND NETWORKS

PROGRAMMING

CREATING MEDIA

