	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	General Computing Skills	Communication and Language	Expressive Arts and Design	Literacy	Physical Development	PSED
Year 1	Understand algorithms; create simple programs	Organise and store digital content	Use logical reasoning to predict behaviour	Create digital content (images, animation)	Recognise common uses of IT beyond school	Use technology purposefully to create content
	Coding	Data Explorers	Creating & Following Instructions	Animated Stories	Technology Around Us	Making Beats
Year 2	Create and debug simple programs	Organise, manipulate and retrieve data	Use logical reasoning with data and branching	Create digital images for a purpose	Understand the internet and how it is used	Combine media to create digital outcomes
	Coding	Spreadsheets	Questioning	Creating Pictures	The Internet	Making Music
Year 3	Design programs using sequence and repetition	Use calculations and data handling	Use logical reasoning to explain algorithms	Understand digital communication and networks	Use technology efficiently and accurately	Select and combine software to present information
	Coding	Spreadsheets	Branching Databases	Email	Touch Typing	Presentations
Year 4	Evaluate digital content and search results	Combine audio and images creatively	Create purposeful digital content	Control devices and refine algorithms	Use selection and repetition in programs	Understand how technology impacts society
	Effective Searching	Sound Stories	Animation	Logo	Coding	Introduction to AI
Year 5	Use variables and control structures	Organise ideas and information digitally	Manage and query data effectively	Use variables and control structures	Analyse and model data	Produce and refine digital documents
	Coding	Concept Maps	Databases	Coding – Micro:bits	Spreadsheets	Word Processing
Year 6	Understand networks and the internet	Publish content for an audience	Collect, analyse and evaluate data	Debug complex programs and solve problems	Use text-based programming languages	Design and create digital products
	Networks	Blogging	Data Detectives	Coding	Introduction to Python	3D Modelling
Online Safety Project Evolve	Self-image & Identity	Online Relationships	Online Reputation	Online Bullying	Managing Online Information	Privacy & Security

Key Stage 1 (Years 1–2)

- **Understand what algorithms are and how they are implemented as programs** – Y1 **Coding (Autumn 1)**, Y2 **Coding (Autumn 1)**
- **Create and debug simple programs** – Y1 **Coding (Autumn 1)**, Y2 **Coding (Autumn 1)**
- **Use logical reasoning to predict outcomes** – Y1 **Creating & Following Instructions (Spring 1)**, Y2 **Questioning (Spring 1)**
- **Use sequence in programs** – Y1 **Coding (Autumn 1)**, Y2 **Coding (Autumn 1)**
- **Use technology purposefully to create digital content** – Y1 **Animated Stories (Spring 2), Making Beats (Summer 2)**, Y2 **Creating Pictures (Spring 2), Making Music (Summer 2)**
- **Collect, organise, and store data** – Y1 **Data Explorers (Autumn 2)**, Y2 **Spreadsheets (Autumn 2)**
- **Recognise common uses of IT beyond school** – Y1 **Technology Around Us (Summer 1)**, Y2 **The Internet (Summer 1)**
- **Understand online safety, privacy, and security** – All half-term units across Y1–Y2 via **Project Evolve**

Lower Key Stage 2 (Years 3–4)

- **Design, write, and debug programs** – Y3 **Coding (Autumn 1)**, Y4 **Coding (Autumn 1)**
- **Use repetition and logical reasoning** – Y3 **Coding (Autumn 1)**
- **Use sequence, selection, and repetition** – Y4 **Coding (Autumn 1)**
- **Use logical reasoning to explain algorithms** – Y3 **Branching Databases (Spring 1)**
- **Collect, organise, and manipulate data** – Y3 **Spreadsheets (Autumn 2), Branching Databases (Spring 1)**, Y4 **Logo (Autumn 2)**
- **Use technology purposefully to create digital content** – Y3 **Presentations (Summer 2)**, Y4 **Animation (Spring 1), Sound Stories (Spring 2)**
- **Use technology efficiently and accurately** – Y3 **Touch Typing (Summer 1)**
- **Select, use, and combine software** – Y3 **Presentations (Summer 2)**, Y4 **Sound Stories (Spring 2)**
- **Understand networks and the internet** – Y3 **Email (Spring 2)**, Y4 **Effective Searching (Summer 1)**
- **Evaluate digital content** – Y4 **Effective Searching (Summer 1)**
- **Understand online safety, privacy, and security** – All half-term units across Y3–Y4 via **Project Evolve**

Upper Key Stage 2 (Years 5–6)

- **Use variables and control structures** – Y5 **Coding (Autumn 1)**, Y6 **Introduction to Python (Autumn 2)**
- **Design, write, and debug programs** – Y5 **Game Creator (Autumn 2)**, Y6 **Python (Autumn 2)**
- **Use logical reasoning to explain algorithms** – Embedded in coding units **Y5 Coding (Autumn 1), Game Creator (Autumn 2)**, **Y6 Coding (Autumn 1), Python (Autumn 2)**
- **Collect, organise, manipulate, analyse, and evaluate data** – Y5 **Databases (Spring 1), Spreadsheets (Spring 2)**, Y6 **Data Detectives (Spring 1)**
- **Use technology purposefully to create digital content** – Y5 **Word Processing (Summer 2), Concept Maps (Summer 1)**, Y6 **Blogging (Spring 2), 3D Modelling (Summer 2)**
- **Select, use, and combine software** – Y5 **Concept Maps (Summer 1)**, Y6 **3D Modelling (Summer 2)**
- **Understand networks and the internet** – Y6 **Networks (Summer 1)**
- **Evaluate digital content** – Y6 **Data Detectives (Spring 1), Blogging (Spring 2)**
- **Understand online safety, privacy, and security** – All half-term units across Y5–Y6 via **Project Evolve**

Coding Progression

Year	Focus
Y1	Simple sequencing
Y2	Sequencing and debugging
Y3	Repetition and logical reasoning
Y4	Selection and control
Y5	Variables and game logic
Y6	Complex problem solving and text-based coding

Reception (EYFS) – National Curriculum Preparation via Purple Mash

In **Reception**, computing is delivered through the **Purple Mash EYFS scheme**, aligned to **Understanding the World: Technology**, and prepares pupils for the National Curriculum in Year 1.

- **Explore and use technology purposefully** – Pupils access and navigate digital tools through **Purple Mash: Exploring Purple Mash and iPads & Devices**, learning to log in, select tools, and use technology for learning and play.
- **Recognise technology used at home and in school** – In **Technology Around Us (Purple Mash EYFS)**, children identify everyday technology such as computers, tablets, cameras, and interactive whiteboards, linking school learning to real-life experiences.
- **Begin to understand instructions and sequencing (early algorithms)** – Through **Purple Mash: Early Coding / Simple Instructions**, pupils follow and give simple instructions, developing early sequencing skills that prepare them for Year 1 Coding.
- **Create simple digital content** – Pupils produce digital drawings and pictures using **Purple Mash: Drawing Tools and Creating Pictures**, developing creativity and control using technology.
- **Explore cause and effect** – Using interactive games and activities within **Purple Mash EYFS**, children learn that actions lead to outcomes, supporting early computational thinking.
- **Develop early problem-solving skills** – Children experiment with digital tools, making choices and correcting mistakes with adult support during **Exploring Purple Mash** activities.
- **Use technology safely and responsibly** – Online safety is taught through **Purple Mash EYFS Project Evolve strands**, focusing on asking an adult for help, using devices appropriately, and understanding that some content is for children only.
- **Build confidence and independence with technology** – Across all **Purple Mash Reception units**, pupils grow in confidence using devices independently while following classroom expectations.