



2026-27 COMPUTING OVERVIEW

EYFS	Computational Thinking	PROGRAMMING A All About Instructions Receive and give instructions and understand the importance of precise instructions	DATA AND INFORMATION Introduction to Data Sort and categorise data	PROGRAMMING B Programming Bee-Bots Learn about directions, experiment with programming a Bee-bot and tinker with hardware
YEAR 1	COMP SYSTEMS & NETWORKS Technology Around Us Recognising technology in school and using it responsibly.	CREATING MEDIA Digital Painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	PROGRAMMING A Moving a Robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	PROGRAMMING B Programming Animations Designing and programming the movement of a character on screen to tell stories.
YEAR 2	COMP SYSTEMS & NETWORKS IT Around Us Identifying IT and how its responsible use improves our world in school and beyond.	PROGRAMMING A Robot Algorithms Creating and debugging programs, and using logical reasoning to make predictions.	DATA AND INFORMATION Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	PROGRAMMING B Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
YEAR 3	COMP SYSTEMS & NETWORKS Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	DATA AND INFORMATION Branching Databases Building and using branching databases to group objects using yes/no questions.	PROGRAMMING A Sequencing Sounds Creating sequences in a block-based programming language to make music.	PROGRAMMING B Events and Actions in Programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
YEAR 4	COMP SYSTEMS & NETWORKS The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	CREATING MEDIA Audio Editing Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	PROGRAMMING A Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	PROGRAMMING B Repetition in Games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
YEAR 5	COMP SYSTEMS & NETWORKS Systems and Searching Recognising IT systems around us and how they allow us to search the internet.	PROGRAMMING A Selection in Physical Computing Exploring conditions and selection using a programmable microcontroller.	DATA AND INFORMATION Flat-file Databases Using a database to order data and create charts to answer questions.	PROGRAMMING B Selection in Quizzes Exploring selection in programming to design and code an interactive quiz.
YEAR 6	COMP SYSTEMS & NETWORKS Communication Identifying and exploring how data is transferred and information is shared online.	DATA AND INFORMATION Spreadsheets Answering questions by using spreadsheets to organise and calculate data.	PROGRAMMING A Variables in Games Exploring variables when designing and coding a game.	PROGRAMMING B Sensing Movement Designing and coding a project that captures inputs from a physical device.

Additional: Desktop Publishing is taught as an I.T skill throughout KS1 and KS2 whereby children create documents, modify text, images and page layouts for a specified purpose.
Internet Safety is taught half-termly in every year group from EYFS through to Year 6 using 'Project Evolve – Education for a Connected World' framework.