

Whole School Computing Overview 2026-2027

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
YEAR 3	Computing systems and networks – Connecting computers Rights Respecting (17) Safeguarding SMSC – Moral / Social	Creating media - Stop-frame animation BAME Rights Respecting (13) SMSC - Spiritual	Programming A - Sequencing sounds Safeguarding SMSC – Spiritual / Social	Data and information – Branching databases SMSC – Moral	Creating media – Desktop publishing BAME	Programming B - Events and actions in programs SMSC – Moral
YEAR 4	Computing systems and networks – The Internet Rights Respecting (13 & 17) Safeguarding SMSC – Moral / Social	Creating media - Audio production BAME	Programming A – Repetition in shapes Safeguarding SMSC –Spiritual	Data and information – Data logging SMSC – Moral	Creating media – Photo editing BAME	Programming B – Repetition in games SMSC – Moral / Social
YEAR 5	Computing systems and networks - systems and searching Safeguarding	Creating media - Video production BAME	Programming A – Selection in physical computing Safeguarding	Data and information – Flat-file databases SMSC – Moral	Creating media - Introduction to vector graphics BAME Rights Respecting (31)	Programming B – Selection in quizzes SMSC – Social
YEAR 6	Computing systems and networks - Communication and collaboration Rights Respecting (16 & 17) Safeguarding	Creating media – Web page creation BAME	Programming A – Variables in games Safeguarding SMSC – Social	Data and information - Introduction to Spreadsheets	Creating media – 3D Modelling BAME	Programming B - Sensing movement Using the microbit for primary to secondary transition SMSC – Social