

Computing curriculum Whole School Overview 2026-27

	Autumn	Spring	Summer
Reception	Information Technology Repeating Patterns	Information Technology Technology in the local area - Instructions	Computer Science Coding (Animal bots, Codapillars,
Year 1	Computer Science / Digital Literacy Technology around us Information Technology Creating Media – Digital Writing	Computer Science Physical programming (Bee Bots) - Moving a robot Information Technology Data – Grouping data	Information Technology Creating media – Digital painting Computer Science Programming animations
Year 2	Computer Science / Digital Literacy IT around us and using IT in school Computer Science Physical programming (Blue Bots) – sequencing commands	Information Technology Creating media – Digital Photography Creating media – Making music	Information Technology Data – Pictograms Computer Science Programming B – Quizzes
Year 3	Information Technology Creating media – Desktop publishing Computer Science Physical programming (Lego Spike Prime)	Information Technology Creating media – Animation Computer Science / Digital Literacy Connecting Computers	Information Technology Data and Information - Branching databases Computer Science Programming - Events and actions
Year 4	Information Technology Creating media – audio editing Computer Science / Digital Literacy Computer systems and Networks – Including the Internet	Computer Science Physical programming (Crumble controllers) – Repetition Information Technology Data and information – Data logging	Information Technology Photo editing Computer Science Programming – repetition in games
Year 5	Information Technology Creating media – Vector drawing Computer Science / Digital Literacy Computing systems and networks – Sharing	Information Technology Creating media – Video editing Computer Science Physical programming (Microbits) - Selection	Information Technology Data – Fact files and databases Computer Science Programming – Selection in quizzes
Year 6	Information Technology Creating media – Web page design Computer Science Programming – Variables	Information Technology Data – Spreadsheets Computer Science / Digital Literacy Computing systems and networks – Communication	Information Technology Creative design – 3D modelling Computer Science Physical programming (Lego Spike Prime) – Sensors and variables