

Computing overview 2026-27



	<u>Term 1</u>	<u>Term 2</u>	<u>Term 3</u>	<u>Term 4</u>	<u>Term 5</u>	<u>Term 6</u>
<u>EYFS</u>	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring Hardware	Programming 2: Programming Bee-Bots	Data Handling: Introduction to data	
<u>Year 1</u>	Computing systems and networks: Improving mouse skills	Programming 1: Commands unplugged	Skills: Rocket to the moon	Programming 2: Programming Bee-Bots	Creating media: Digital imagery	Data Handling: Introduction to data
<u>Year 2</u>	Computing systems and networks: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: Making Code	Creating media: Using tablets	Data Handling: International space centre
<u>Year 3</u>	Programming: Scratch	Computing systems and networks 1: Networks	Computing systems and networks 2: Microsoft Office 365: Emailing	Computing systems and networks 3: Journey inside a computer	Data Handling: comparison cards and database	Online safety: Year 3
<u>Year 4</u>	Programming: further coding with Scratch	Computing systems and networks: Computing systems and networks: Collaborative learning	Microsoft office 365: Creating media: Website design	Skills showcase: HTML	Computational thinking	Online safety: Year 4
<u>Year 5</u>	Computing systems and networks: Search engines	Programming 1: Music	Data Handling: Mars Rover	Programming 2: BBC micro: bit	Stop – motion animation: Stop Motion Studio	Online safety: Year 5
<u>Year 6</u>	Computing systems and networks: Exploring AI	Data Handling: Big Data 1	Programming: Exploring Python	Data Handling 2: Big Data 2	Skills Showcase: Inventing a product	Online safety: Year 5

National Curriculum Strands

Digital literacy	Computer Science	Information Technology
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