

Computing Curriculum Overview 2025/2026



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Computing systems and	Creating media	Programming A	Data and information	Creating media	<u>Programming B</u>
	networks Technology around us Recognise common uses of information technology beyond school.	Digital painting Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	Moving a robot Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Grouping data Use technology purposefully to create, organize, store, manipulate and retrieve digital content	Digital writing Use technology purposefully to create, organise, store, manipulate, and retrieve digital content Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Programming animations Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions Create and debug simple programs
2	Computing systems and networks IT around us Recognise common uses of information technology beyond school.	Creating media Digital photography Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	Programming A Robot algorithms Understand what algorithms are; howthey are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Pictograms Use technology purposefully to create, organize, store, manipulate and retrieve digital content	Creating media Digital music Use technology purposefully to create, organise, store, manipulate, and retrieve digital content	Programming B Programming quizzes Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs



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Computing systems and Creating media Programming A Data and information Creating media Programming B networks Stop-frame animation Sequencing sounds Branchina databases Desktop publishing Events and actions in Design, write, and debug Design, write and debug select, use and combine a Use search technologies programs Connecting computers programs that accomplish effectively, appreciate Design, write and variety of software programs that accomplish understand computer specific goals, including how results are selected debug programs that specific goals, including (including internet services) networks including the controlling or simulating and ranked, and be accomplish specific controlling or simulating on a range of digital internet; how they can aoals, includina physical systems; solve discernina in evaluatina physical systems; solve devices to design and provide multiple services, problems by decomposing digital content controlling or problems by create a range of such as the World Wide them into smaller parts simulating physical decomposing them into programs, systems and Select, use, and combine a Web: and the systems; solve Use sequence, selection, variety of software smaller parts content that accomplish problems by opportunities they offer and repetition in programs; (including internet services) decomposing them given goals, including for communication and work with variables and on a range of digital into smaller parts collecting, analysing, collaboration various forms of input and devices to design and Use sequence, evaluating and presenting tuatuo create a range of selection, and data and information programs, systems, and repetition in programs; content that accomplish work with variables given goals, including and various forms of input and output collecting, analysing, evaluating, and presenting data and information Computing systems and Creatina media Programming A Data and information Creatina media Programming B networks Audio production Repetition in shapes Data logging Photo editina Repetition in games The Internet Select, use, and combine Design, write and debug Select, use, and combine a Select, use, and combine a Design, write, and Understand computer a variety of software programs that accomplish variety of software variety of software debug programs that accomplish specific networks including the (including internet specific goals, including (including internet services) (including internet services) services) on a range of controlling or simulating on a range of digital on a range of digital goals, including internet; how they can provide multiple services, digital devices to design physical systems; solve devices to design and devices to design and controlling or such as the World Wide simulating physical and create a range of problems by decomposing create a range of create a range of Web, and the programs, systems, and them into smaller parts systems; solve programs, systems, and programs, systems, and opportunities they offer content that accomplish content that accomplish content that accomplish problems by for communication and given goals, including Use sequence, selection, given goals, including given goals, including decomposing them collaboration collecting, analysing, and repetition in programs: collecting, analysing, collecting, analysing, into smaller parts evaluating, and work with variables and evaluating, and presenting evaluating, and presenting Use sequence, Use search technologies presenting data and various forms of input and data and information data and information selection, and effectively, appreciate information tuatuo repetition in programs; how results are selected work with variables and ranked, and be and various forms of discerning in evaluating input and output digital content



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5	Computing systems and	Creating media	Programming A	Data and information	Creating media	Programming B
3	networks					
	Connecting computers understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration	Stop-frame animation Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Sequencing sounds Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Branching databases select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Desktop publishing Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information	Events and actions in programs Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
6	Computing systems and	Creating media	Programming A	<u>Data and information</u>	Creating media	Programming B
	<u>networks</u>	Web page creation	Variables in games	Spreadsheets	3D Modelling	Sensina
	Communication Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Use sequence, Selection, and repetition in programs; work with variables and various forms of input and output	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts