

# Computing Curriculum Overview 2026/2027



| Year | Autumn 1                                                                                                                                   | Autumn 2                                                                                                                                                    | Spring 1                                                                                                                                                                                                                    | Spring 2                                                                                                                                                   | Summer 1                                                                                                                                                                                                                                                                                                                                                                              | Summer 2                                                                                                                                                                                                                                                                                                                                        |
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| 1    | <u>Computing systems and networks</u><br><br><b>Technology around us</b><br>Recognise common uses of information technology beyond school. | <u>Creating media</u><br><br><b>Digital painting</b><br>Use technology purposefully to create, organize, store, manipulate, and retrieve digital content    | <u>Programming A</u><br><br><b>Moving a robot</b><br>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions   | <u>Data and information</u><br><br><b>Grouping data</b><br>Use technology purposefully to create, organize, store, manipulate and retrieve digital content | <u>Creating media</u><br><br><b>Digital writing</b><br>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content<br><br>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. | <u>Programming B</u><br><br><b>Programming animations</b><br><br>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions<br><br>Create and debug simple programs                                                                   |
| 2    | <u>Computing systems and networks</u><br><br><b>IT around us</b><br>Recognise common uses of information technology beyond school.         | <u>Creating media</u><br><br><b>Digital photography</b><br>Use technology purposefully to create, organize, store, manipulate, and retrieve digital content | <u>Programming A</u><br><br><b>Robot algorithms</b><br>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions | <u>Data and information</u><br><br><b>Pictograms</b><br>Use technology purposefully to create, organize, store, manipulate and retrieve digital content    | <u>Creating media</u><br><br><b>Digital music</b><br>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content                                                                                                                                                                                                                                 | <u>Programming B</u><br><br><b>Programming quizzes</b><br>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions<br><br>Create and debug simple programs<br><br>Use logical reasoning to predict the behaviour of simple programs |

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| 3 | <u>Computing systems and networks</u><br><br><b>Connecting computers</b><br>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                                                                                                                                     | <u>Creating media</u><br><br><b>Stop-frame animation</b><br>Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts                                                                                                       | <u>Programming A</u><br><br><b>Sequencing sounds</b><br>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<br><br>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output    | <u>Data and information</u><br><br><b>Branching databases</b><br>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 | <u>Creating media</u><br><br><b>Desktop publishing</b><br>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content<br><br>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 | <u>Programming B</u><br><br><b>Events and actions in programs</b><br>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<br>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output |
|   | <u>Computing systems and networks</u><br><br><b>The Internet</b><br>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<br><br>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content | <u>Creating media</u><br><br><b>Audio production</b><br>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 | <u>Programming A</u><br><br><b>Repetition in shapes</b><br>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<br><br>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output | <u>Data and information</u><br><br><b>Data logging</b><br>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     | <u>Creating media</u><br><br><b>Photo editing</b><br>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                                                                                                                                                  | <u>Programming B</u><br><br><b>Repetition in games</b><br>Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<br>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output           |

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| 5 | <u>Computing systems and networks</u><br><br><b>systems and searching</b><br>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<br><br>Explain what a strong password is and demonstrate how to create one. | <u>Creating media</u><br><br><b>Video production</b><br>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content<br><br>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. | <u>Programming A</u><br><br><b>Selection in physical computing</b><br>Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<br><br>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output | <u>Data and information</u><br><br><b>Flat-file databases</b><br>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content<br><br>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 | <u>Creating media</u><br><br><b>Introduction to vector graphics</b><br>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. | <u>Programming B</u><br><br><b>Selection in quizzes</b><br>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<br><br>use sequence, selection, and repetition in programs; work with variables and various forms of input and output |
|   | <u>Computing systems and networks</u><br><br><b>Communication</b><br>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                                                                                      | <u>Creating media</u><br><br><b>Web page creation</b><br>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                                                                                                                                                | <u>Programming A</u><br><br><b>Variables in games</b><br>Use sequence, Selection, and repetition in programs; work with variables and various forms of input and output                                                                                                                                                                                                   | <u>Data and information</u><br><br><b>Spreadsheets</b><br>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                                                                                                                                                       | <u>Creating media</u><br><br><b>3D Modelling</b><br>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                        | <u>Programming B</u><br><br><b>Sensing</b><br>Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts                                                                                                                                   |

