



Computing Curriculum Overview 2025-2026

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2	Additional Units
EYFS	In EYFS, Computing knowledge and skills are taught through the focus areas: understanding of the world; expressive arts and design; literacy (stories and texts with technological themes); and maths (logical thinking, patterns and sequencing).						
Year 1	Online Safety	Computing systems and networks 1: Improving mouse skills	Programming 1: Commands unplugged	Skills Showcase: Rocket to the moon	Programming 2: Bee-Bots	Creating Media: Digital imagery	Data handling: Introduction to data
Year 2	Online Safety	Catch Up Unit	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Programming 2: Introduction to block coding. Scratch Jnr	Computing systems and networks 2: Word Processing	Data handling: International Space Station
Year 3	Online Safety	Catch Up Unit 1	Catch Up Unit 2	Computing systems and networks 1: Networks	Programming: Scratch	Computing systems and networks 3: Journey inside a computer	Data handling: Comparison cards databases
Year 4	Online Safety	Catch Up Unit 1	Catch Up Unit 2	Computing systems and networks: Collaborative learning	Further coding with Scratch (Lesson 1, 2 and 3) Computational thinking (Lesson 1 & 2)	Creating media: Website design	Data handling: Investigating weather
Year 5	Online Safety	Catch Up Unit 1	Catch Up Unit 2	Computing systems and networks: Search engines	Programming 1: Music	Creating media: Stop motion animation	Data handling: Mars Rover 1
Year 6	Online Safety	Catch Up Unit 1	Computing systems and networks: Bletchley Park and the history of computers	Computing systems and networks: Exploring AI	Catch Up Unit 2	Programming: Introduction to Python	Data Handling: Big data 1