



Computing Overview 2026~2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Continuous provision	Computing systems and networks 1: Using a computer.	Programming 1: All about instructions	Computing systems and networks 1: Exploring hardware	Programming 2: Programming Bee-bots	Data handling: Introduction to data.
Year 1	Computing systems: Using computers 1	Programming 1: Commands unplugged	Creating media: Digital designers 1	Programming 2: Bee-bots	Creating media: Digital designers 2	Data handling: Introduction to data.
Year 2	Computing systems: Using computers 2	Programming 1: Algorithms and debugging	Computing systems: The internet.	Programming 2: MakeCode	Creating media: Digital designers 3	Online safety: Online privacy and safe use
Year 3	Programming 1: Scratch	Computing systems: Connecting devices	Programming: MakeCode Loops	Creating media: Creating video trailers	Creating media: Creating a website	Data handling: Exploring branching databases
Year 4	Computing systems and networks: Collaborative learning	Programming 1: Further coding with scratch	Programming 2: Computational thinking	Computing systems: Managing digital information	Creating media: Creating digital images	Online safety: Connecting safely online
Year 5	Programming 1: Scratch - Music	Computing systems: Websites, search and storage	Programming 2: BBC micro:bit	Creating media: Creating animations	Creating media: Creating podcasts	Data handling: Exploring spreadsheets
Year 6	Computing systems and networks: Bletchley Park and the history of computers	Programming 1: Scratch - Pixels and positions	Data handling 1: Big data 1	Programming 2: Exploring Python	Creating media: Creating a multimedia project	Online safety: Life online