Curriculum overview for parents and carers

Computing 2026/27

A summary of key Computing learning for Reception to Year 6.

	EYFS (Reception)		
Autumn 1	**Computing through continuous provision** Exploring different forms of technology in the children's daily classroom play.	Autumn 2	**Computing systems and networks** **Using a computer** Investigating the main parts of a computer and learning how the keyboard and mouse are used to control it. Pupils also practise how to log in, log out and navigate simple digital tasks independently.
Spring 1	**Programming** **All about instructions** Developing an understanding of how to receive and give instructions while learning why instructions need to be clear and precise.	Spring 2	**Computing systems and networks** **Exploring hardware** Investigating different computer hardware parts and learning how to operate a camera.
Summer 1	**Programming** **Programming Bee-Bots** Exploring simple programming by experimenting with a Bee-Bot or Blue-Bot and investigating how hardware responds to commands.	Summer 2	**Data handling** **Introduction to data** Learning how to sort and categorise data and developing an understanding of branching databases and pictograms.

	Year 1		
Autumn 1	**Computing systems and networks** **Using computers 1** Exploring different types of computers, their common parts and how they are used in everyday life. Pupils learn to log in, use software, create and save digital work, and develop their understanding of how digital devices connect and share information over the internet.	Autumn 2	**Programming** **Commands unplugged** Exploring commands and instructions through a range of unplugged games and activities while developing an understanding of key programming vocabulary. Pupils apply their learning by following and creating simple instructions to predict and control outcomes.
Spring 1	**Creating media** **[Unit title]** Coming soon Creating digital content by using simple digital tools to make drawings, text and recordings. Pupils follow models to express their ideas, develop confidence using technology and begin to evaluate digital media by talking about their own and others' work.	Spring 2	**Programming** **Bee-Bots** Exploring commands, instructions and errors through programming a Bee-Bot and learning how sequences control movement. Pupils practise debugging and apply logical thinking to predict, test and improve simple programs.
Summer 1	**Creating media** **[Unit title]** Coming soon Creating digital content with growing independence by selecting appropriate tools and making simple decisions about presentation. Pupils develop their evaluation skills by reflecting on their work, identifying strengths and suggesting improvements to enhance their digital creations.	Summer 2	**Data handling** **[Unit title]** Coming soon Exploring data by collecting, organising and presenting information using digital tools. Pupils learn how to group data, create simple digital charts and pictograms and evaluate how effectively information has been represented and communicated.

	Year 2		
Autumn 1	**Computing systems and networks** **Using computers 2** Exploring how computers use inputs, programs and outputs to make things happen. Pupils identify common input and output devices, recognise computers in everyday life, learn how to log in and out safely and save and organise files.	Autumn 2	**Programming** **Algorithms and debugging** Introducing the fundamentals of programming through unplugged and digital activities. Pupils learn how to create, test and debug algorithms, developing logical thinking and an understanding of how precise instructions control outcomes.
Spring 1	**Computing systems and networks** **[Unit title]** Coming soon Understanding how the internet connects people and information through computer networks. Pupils develop their skills in navigating websites, searching for information, evaluating the reliability of online content and protecting personal information to stay safe online.	Spring 2	**Programming** **MakeCode** Exploring how to use the MakeCode programming platform by investigating what different blocks do and how they control outcomes. Pupils apply their understanding by planning, building and testing their own program.
Summer 1	**Creating media** **[Unit title]** Coming soon Creating digital content for a specific purpose and audience by combining text and images effectively. Pupils learn how layout, size and colour can improve communication, organise content on a page and develop their editing skills by reviewing and improving their work.	Summer 2	**Online safety** **[Unit title]** Coming soon Learning how to stay safe online by understanding online accounts, passwords and personal information. Pupils learn to behave responsibly online, recognise potential risks and respond safely to unfamiliar messages by reporting concerns to a trusted adult.

Year 3

Autumn 1	**Programming** **Scratch** Investigating programming through Scratch by creating animations and learning key coding concepts. Pupils apply their understanding by testing, debugging and evaluating their work to improve and refine digital projects.	**Autumn 2**	**Computing systems and networks** **Connecting devices** Understanding computer systems by exploring how different components and peripherals work together. Pupils learn how devices connect using ports and wireless technology, select appropriate hardware for different purposes and recognise the roles of different parts within a computer system.
Spring 1	**Programming** **[Unit title]** Coming soon Further developing programming skills using the MakeCode platform. Pupils apply their understanding by replacing repeated instructions with loops to develop more effective programs.	**Spring 2**	**Creating media** **[Unit title]** Coming soon Creating digital media by capturing and combining images and video to produce a short trailer. Pupils learn how to sequence clips on a timeline and use simple editing techniques to improve the clarity and impact of their work.
Summer 1	**Creating media** **[Unit title]** Coming soon Creating web content by designing and building simple web pages that combine text and images. Pupils learn how information is organised on a webpage and consider how content can be structured for a specific purpose and audience.	**Summer 2**	**Data handling** **[Unit title]** Coming soon Exploring how branching databases organise and classify information using yes/no questions. Pupils plan, create and test their own digital branching databases and evaluate how effectively they identify and classify information.

Year 4

Autumn 1	**Programming** **Further coding with Scratch** Designing and programming a game using variables, sensors and 'if' statements to control outcomes and interactions. Pupils debug and evaluate their projects to improve functionality, refine gameplay and develop more effective game designs.	Autumn 2	**Computing systems and networks** **Connecting networks** Recognising how digital devices connect to form networks, allowing people to share information and communicate. Pupils explore how websites work, how data is transferred across the internet and how search engines help users find information.
Spring 1	**Programming** **Computational thinking** Developing computational thinking skills using decomposition, pattern recognition, abstraction and algorithm design. Pupils apply these approaches by creating and evaluating a Scratch project and reflecting on how computational thinking improves programming outcomes.	Spring 2	**Computing systems and networks** **[Unit title]** Coming soon Understanding how digital information is stored, organised and shared across devices and networks. Pupils use shared spaces and cloud-based tools to collaborate, manage files and develop their understanding of how content can be saved, accessed, edited and retrieved by multiple users.
Summer 1	**Creating media** **[Unit title]** Coming soon Editing digital images by capturing, enhancing and modifying photographs using a range of digital tools, including simple AI features. Pupils learn how images can be improved for a purpose and explore how automated tools can support the editing process.	Summer 2	**Online safety** **[Unit title]** Coming soon Developing online safety by learning how people connect through online platforms and games. Pupils learn to recognise unacceptable behaviour, understand the risks of communicating with strangers and know how to respond to problems and seek help from a trusted adult.

	Year 5		
Autumn 1	**Programming** **Scratch: Music** Developing programming and music skills through creating digital sounds, beats and melodies using coding techniques. Pupils apply their understanding by using nested loops to create rhythms and compose a soundtrack with layered musical patterns.	Autumn 2	**Computing systems and networks** **Websites, search and storage** Exploring how search engines find and rank information and how websites are accessed across a network. Pupils learn how user requests are sent to servers, how results are returned and why some search results appear higher than others.
Spring 1	**Programming** **BBC micro:bit** Investigating how to program the BBC micro:bit by creating interactive projects using sensors, variables and conditional statements. Pupils experiment with variables, apply conditional statements and develop an understanding of how coding brings digital devices to life.	Spring 2	**Creating media** **[Unit title]** Coming soon Planning and creating digital animations by combining images and audio on a timeline. Pupils learn how sequencing and timing influence storytelling and refine their work to improve the clarity and impact of their final animation.
Summer 1	**Creating media** **[Unit title]** Coming soon Producing audio content by planning, recording and editing a podcast for a specific audience and purpose. Pupils learn how structure, pacing and audio quality influence communication and refine their work to improve clarity and engagement.	Summer 2	**Data handling** **[Unit title]** Coming soon Using spreadsheets to organise, analyse and present data. Pupils learn how to enter and format information, use simple formulas and create charts, before evaluating how effectively spreadsheets can answer questions and solve real-world problems.

Year 6

Autumn 1	**Programming** **Scratch: Pixels and positions** Exploring block-based programming in Scratch, focusing on pixels, coordinates, degrees, variables, conditional statements, loops and debugging. Pupils build, test and refine an interactive game using code to create accurate movement, repeated actions and responsive gameplay.	Autumn 2	**Computing systems and networks** **[Unit title]** Coming soon Developing an understanding of computer systems by exploring how hardware, storage and security work together. Pupils use peripherals to achieve specific goals, troubleshoot problems, compare different storage methods and learn why connected systems need protection.
Spring 1	**Programming** **Exploring Python** Investigating text-based programming using Python. Pupils compare Python with block-based code, learn the importance of syntax and indentation, use nested loops to create patterns and debug syntax and logic errors using a systematic approach.	Spring 2	**Computing systems and networks** **[Unit title]** Coming soon Exploring how computers can learn from data and considering how training data affects outcomes. Pupils investigate how machine learning is used in everyday life, identify patterns in data and consider the benefits, limitations and risks of AI systems.
Summer 1	**Creating media** **[Unit title]** Coming soon Bringing together creating media skills developed throughout primary school, pupils plan and create a multimedia project. They combine text, images, audio and video to communicate information for a specific audience, evaluating and refining their work to improve its effectiveness.	Summer 2	**Online safety** **[Unit title]** Coming soon Learning about social media and online platforms by examining how content is shared and viewed online. Pupils consider how online identities are shaped, recognise online risks and learn how to use tools such as block, mute and report to stay safe.