

Computing overview 2026-2027

EYFS	Understanding of the world – - Repeat actions that have an effect. - Explore how things work Expressive arts and design – - Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. - Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. JIT5 HARDWARE- microphones CREATION- i.e. paint DATA HANDLING – pictograms PROGRAMMING- INSTRUCTIONS- Bee Bots PROBLEM SOLVING- computational thinking TECHNOLOGY AROUND US					
NC	Autumn 1 Computer systems and networking	Autumn 2 Creating media	Spring 1 Programming	Spring 2 Data and information	Summer 1 Creating media	Summer 2 Programming
Year 1	OS- Privacy and Security (Evolve) Technology around us Y1 UNIT- LESSON 3-5	Digital Writing	OS- Managing online information (Evolve) Moving a robot	Grouping data	OS- Copyright and ownership (Evolve)	Programming animations
Year 2	OS- Privacy and Security (Evolve) Y1 UNIT- LESSON 1, 2 Y2 UNIT- LESSON 1-4	Digital painting	OS- Managing online information (Evolve) Robot algorithms	Pictograms – open this out to graphing and use JIT5	OS- Copyright and ownership (Evolve)	Programming quizzes
Class 3 (Year 3/4)	OS- Privacy and Security (Evolve) Connecting computers	Stop-frame animation	OS- Managing online information (Evolve) Sequencing sounds	Branching database	OS- Copyright and ownership (Evolve)	
Class 4 (Year 4/5)	OS- Privacy and Security (Evolve) Systems and sharing information	Video production	OS- Managing online information (Evolve) Selection in physical computing (Crumble kits)	Flat-file database	OS- Copyright and ownership (Evolve) Selection in quizzes	

Class 5 (Year 6 only)	OS- Privacy and Security (Evolve) Internet communication	Introduction to spreadsheets	OS- Managing online information (Evolve) Variables in games	OS- Copyright and ownership (Evolve) 3D modelling links to computer design in DT	Sensing (Microbits)
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