



Computing 2025/26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology around us	Digital Painting	Moving a robot	Grouping Data	Digital Writing	Programming animations
Year 2/3	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3/4	Computing systems and networks – The Internet	Creating media – Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Systems and searching	Video Production	Selection in Physical Computing	Flat-file Databases	Vector Graphics	Selection in Quizzes
Year 6	Communication and collaboration	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement