The Computing Curriculum 2026-27

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
EYFS	Busy Bodies (Barefoot)	Awesome Autumn (Barefoot)	Super space (Barefoot)	Springtime (Barefoot)	People who help us (Barefoot)	Summer fun (Barefoot)
Y1	Computer Systems IT - Technology around us (Y1)	Creating media - Digital Painting (Y1)	Programming A - Moving a robot (Y1)	Data and information - Grouping data (Y1)	Creating media - Digital writing (Y1)	Programming B - Picogram animations (Y1)
Y2/3	Computer Systems IT around us (Y2) Connecting computers (Y3)	Creating media Digital photography(Y2) Stop frame (Y3)	Programming A Robot algorithms (Y2)	Data and information Pictograms (Y2) Branch data (Y3)	Creating media Desktop publishing (Y3)	Programming B Quizzes (Y2) Events and actions (Y3)
Y3/4	Computer Systems Connecting computers (Y3) The internet (Y4)	Creating media Stop frame (Y3) Audio Production (Y4)	Programming A Sequencing sounds & sequencing shapes (Y3 & Y4)	Data and information Data logging (Y4)	Creating media Photo editing (Y4)	Programming B Events and actions (Y3) Repetition in games (Y4)
Y4/5	Computer systems and networks The internet (Y4) Systems and searching (Y5)	Creating media Audio production (Y4) Video production (Y5)	Programming A Selection in physical computing (Y5)	Data and information Data logging (Y4)	Creating media Introduction to vector graphics (Y5)	Programming B Repetition in games (Y4) Selection in quizzes (Y5)
Y5/6	Computer Systems IT – Communication and collaboration (Y6)	Creating media - Web page creation (Y6)	Programming A - Variables in Games (Y6)	Data and information – Introduction to spreadsheets (Y6)	Creating media - 3D modelling (Y6)	Programming B – Sensing movement (Y6)

Y6	Computer Systems IT – Communication and collaboration (Y6)	Creating media - Web page creation (Y6)	Programming A - Variables in Games (Y6)	Data and information – Introduction to spreadsheets (Y6)	Creating media - 3D modelling (Y6)	Programming B – Sensing movement (Y6)