

Computing Curriculum 2025 - 2026

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Computing through continuous provision	Computer systems and networks 1 Using a computer	Online Safety – R	Programming 1 All about instructions	Programming 2 Programming Bee-bots	Data handling Introduction to data
1	Computing systems and networks Improving mouse skills	Programming 1 Algorithms unplugged	Online Safety – Y1	Creating media Digital Imagery	Programming 2 Bee-Bot	Skills Showcase Rocket to the moon
2	Computing systems and networks 1 What is a computer?	Programming 1 Algorithms and debugging	Online Safety – Y2	Computer systems and networks 2 Word Processing	Programming 2 Make Code	Data handling International Space Station
3	Computing systems and networks 1 Networks and Internet	Computing systems and networks 2 emailing	Online Safety – Y3	Programming Scratch	Computing systems and networks 3 Journey inside a computer	Data handling Comparison cards databases
4	Programming 1 Further coding with Scratch	Computing systems and networks Collaborative learning	Online Safety – Y4	Data handling Investigating weather	Programming 2 Computational thinking	Skills Showcase HTML
5	Computing systems and networks Search Engines -	Data handling Mars Rover 1	Online Safety – Y5	Creating media Stop motion animation	Programming 2 BBC micro bit	Skills Showcase Mars Rover 2
6	Computer systems and networks Bletchley Park and the history of Computers	Data handling Big data 1	Online Safety – Y6	Computer systems and networks Exploring AI	Data handling Big data 2	Skills Showcase Inventing a product