

Computing Overview 2026-2027

<u>EYFS</u>	• Developing physical/fine motor skills (using mouse, keyboard etc). • Explore how things work. • To understand how computing affects are health and wellbeing (e.g., sensible amounts of screen time). • To understand rules and how to behave when using computers • Using usernames and passwords to log on to a computer. • Using iPad to video themselves. • Using cameras to photograph their environments and each other. • Using images, video clips, shared texts and other resources to bring the wider world into the classroom.					
	<u>Unit 1</u>	<u>Unit 2</u>	<u>Unit 3</u>	<u>Unit 4</u>	<u>Unit 5</u>	<u>Unit 6</u>
<u>KS1</u> <u>Year 1</u>	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
<u>Year 2</u>	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information - Pictograms	Creating media – Digital music	Programming B – Programming quizzes
<u>KS2</u> <u>Year 3/4</u>	Computing systems and networks – The Internet	Creating media – Stop-frame animation	Programming A – Repetition in shapes	Data and information –Data logging	Creating media – Photo editing	Programming B – Repetition in games
<u>Year 4/5</u>	Computing systems and networks – Systems and searching	Creating media – Audio production	Programming A – Selection in physical computing	Data and information – Flat- file databases	Creating media – Video production	Programming B – Selection in quizzes
<u>Year 6</u>	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B – Sensing movement