

Computing Curriculum 2025-2026

Year R/1/2	Autumn Term	Spring Term	Summer Term
Year A	- Computing: Digital Photography & Video - Online Safety: Self-Image & Identity, Online Relationships, Online Reputation <i>Resource:</i> iPad/camera, Book Creator, <i>ProjectEvolve</i>	- Computing: Coding with ScratchJr or Code.org (Events & Sequences) - Online Safety: Self-Image & Identity, Online Relationships, Online Reputation <i>Resource:</i> ScratchJr, Code.org Course A/B, <i>ProjectEvolve</i>	- Computing: Creating Digital Stories (e.g. Book Creator, PowerPoint) - Online Safety: Health, Well-being & Lifestyle <i>Resource:</i> Book Creator, PowerPoint, <i>ProjectEvolve</i>
Year B	- Computing: Handling Data (Graphs & Pictograms) - Online Safety: Self-Image & Identity, Online Relationships, Online Reputation <i>Resource:</i> J2Data, Infant Toolkit, <i>ProjectEvolve</i>	- Computing: Bee-Bots with Loops & Debugging - Online Safety: Online Bullying <i>Resource:</i> Barefoot Computing, <i>ProjectEvolve</i>	- Computing: Creating Media (Audio Recording & Presentation) - Online Safety: Managing Online Information (Review & Extend) <i>Resource:</i> ChatterPix Kids, Shadow Puppet Edu, <i>ProjectEvolve</i>
Year C	- Computing: Technology Around Us - Online Safety: Self-Image & Identity, Online Relationships, Online Reputation <i>Resource:</i> Barefoot Computing – Tech Around Us, <i>ProjectEvolve</i>	- Computing: Programming with Bee-Bots (Sequencing & Direction) - Online Safety: Online Relationships <i>Resource:</i> TTS Bee-Bot Mats, Barefoot, <i>ProjectEvolve</i>	- Computing: Digital Painting & Word Processing Basics - Online Safety: Online Reputation <i>Resource:</i> Paintz.app, BBC Dance Mat Typing, <i>ProjectEvolve</i>

YEAR R/1/2

National Curriculum Objective	Year A	Year B	Year C	Notes / Coverage
Understand what algorithms are	✓ (Spring – ScratchJr)	✓ (Spring – Bee-Bots Advanced)	✓ (Spring – Bee-Bots)	Introduced unplugged and through programmable devices
Create and debug simple programs	✓ (Spring – ScratchJr)	✓ (Spring – Debugging focus)	✓ (Spring – Bee-Bots)	Debugging embedded in all programming tasks
Use logical reasoning to predict the behaviour of simple programs	✓	✓	✓	Predicting Bee-Bot/ScratchJr actions included in planning
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	✓ (Autumn – Digital Photos; Summer – Digital Stories)	✓ (Autumn – Handling Data; Summer – Audio)	✓ (Summer – Word Processing)	Wide range of purposeful content creation
Recognise common uses of information technology beyond school	✓ (Spring – Internet use in research tasks)	✓ (Throughout – e.g. Book Creator, digital surveys)	✓ (Autumn – Tech Around Us)	Real-world links made regularly
Use technology safely and respectfully, keeping personal information private	✓ (Online Safety – All terms)	✓ (Online Safety – All terms)	✓ (Online Safety – All terms)	Project Evolve used to teach safe/responsible use
Know where to go for help and support when they have concerns about content or contact online	✓ (Spring – Privacy & Security)	✓ (Spring – Online Bullying)	✓ (Autumn – Self-Image & Identity, Relationships)	Clear guidance and vocabulary introduced through scenarios

YEAR 3	Computing Unit & Resources	Online Safety ProjectEVOLVE Themes & Resources
Autumn	Computing Systems and Networks: The Internet • Teach Computing - Y3 Networks • BBC Bitesize KS2 – What is the Internet? • Internet Routing Game (CS Unplugged or BBC Micro:bit simulations) • Google Interland (Be Internet Awesome – Kind Kingdom & Mindful Mountain)	Self-Image & Identity, Online Relationships, Online Reputation • ProjectEVOLVE Year 3 Toolkit • Thinkuknow 8-10s ♦ • BBC Own It (Explore “Online Identity” and “Reputation” videos) • “Internet Legends” from Google and ParentZone
Spring	Creating Media: Desktop Publishing or Stop-frame Animation • Teach Computing - Creating Media: Desktop Publishing • Book Creator (Free online tool) • Canva for Education (Free for schools) • PowerPoint/Publisher or Keynote • Alternative: Stop Motion Studio App or iMovie	Managing Online Information, Copyright & Ownership, Health, Wellbeing & Lifestyle • ProjectEVOLVE lessons and scenarios • NewsWise KS2 Fake News Activities • BBC Bitesize: Evaluating Online Sources • Creative Commons Image Search (Pixabay, Unsplash) • “Digital 5-a-day” – UK Safer Internet Centre
Summer	Programming B – Events and Actions • Teach Computing - Y3 Programming B • Scratch (https://scratch.mit.edu) • Scratch Jr (iPad/Android app, for less confident learners) • Hour of Code Games (e.g. Dance Party, Star Wars coding)	Privacy & Security, Online Bullying • ProjectEVOLVE lesson plans, discussion scenarios and quiz tasks • BBC Own It - Passwords & Security • Common Sense Media – Digital Passport Games • CEOP Jessie & Friends Videos or Play Like Share (older KS2) • Interland “Tower of Treasure” and “Reality River”

Y3 Curriculum Coverage				
Year 3	Computing Unit	National Curriculum Strands Covered	ProjectEVOLVE Strands	Online Safety Curriculum Coverage
Autumn	Computing Systems and Networks: The Internet	✓ Understand computer networks including the internet ✓ Use search technologies effectively ✓ Use technology safely and respectfully	✓ Self-Image & Identity ✓ Online Relationships ✓ Online Reputation	✓ Know what identity means online ✓ Communicate respectfully ✓ Understand what digital footprints are
Spring	Creating Media: Desktop Publishing(or Stop-frame Animation)	✓ Select, use and combine software on a range of digital devices ✓ Design and create content for a specific purpose ✓ Use technology respectfully and responsibly	✓ Managing Online Information ✓ Copyright & Ownership ✓ Health, Well-being & Lifestyle	✓ Evaluate websites and search results ✓ Understand legal use of online content ✓ Reflect on screen time and well-being
Summer	Programming B: Events and Actions	✓ Design, write and debug programs ✓ Use sequence, selection and repetition ✓ Work with variables and inputs ✓ Understand how computer programs work ✓ Use technology safely	✓ Privacy & Security ✓ Online Bullying	✓ Understand importance of passwords and private information ✓ Recognise and respond to bullying behaviour online

YEAR 4	Computing Unit & Resources	ProjectEVOLVE Themes & Resources
Autumn	Data Logging • Teach Computing – Data Logging Y4 • Micro:bit • Google Sheets / Excel for data analysis	Self-Image & Identity, Online Relationships, Online Reputation • ProjectEVOLVE Y4 Toolkit • Thinkuknow 8-10 • BBC Own It videos
Spring	Creating Media – Vector Drawing • Teach Computing – Vector Drawing Y4 • Google Drawings • Inkscape (free open source) • Online tutorials (YouTube, Twinkl)	Managing Online Information, Copyright & Ownership, Health, Wellbeing & Lifestyle • ProjectEVOLVE lessons and scenarios • NewsWise KS2 Fake News • Pixabay, Unsplash (free image/sound sources) • UK Safer Internet Centre Digital 5-a-day
Summer	Programming A – Repetition in Shapes • Teach Computing – Programming A Y4 • Scratch • Logo / Turtle Academy • Sonic Pi (optional for music programming)	Privacy & Security, Online Bullying • ProjectEVOLVE Privacy & Security lessons • BBC Own It • Common Sense Media Digital Passport

YEAR 4 Curriculum Coverage				
YEAR 4	Computing Unit	National Curriculum Strands Covered	ProjectEVOLVE Strands	Online Safety Curriculum Coverage
Autumn	Data Logging	✓ Use sensors to collect data ✓ Present data in various forms (graphs, tables) ✓ Recognise patterns in data	✓ Self-Image & Identity ✓ Online Relationships ✓ Online Reputation	✓ Understanding digital identity and online reputation ✓ Respectful communication online ✓ Awareness of online behaviour and its impact
Spring	Creating Media – Vector Drawing	✓ Use vector drawing software ✓ Use tools to create and manipulate images ✓ Understand design and layout principles	✓ Managing Online Information ✓ Copyright & Ownership ✓ Health, Well-being & Lifestyle	✓ Evaluating reliability of online content ✓ Understanding copyright and giving credit ✓ Managing screen time and digital wellbeing
Summer	Programming A – Repetition in Shapes	✓ Use loops and repetition in programming ✓ Design, write and debug programs ✓ Understand algorithms and computational thinking	✓ Privacy & Security ✓ Online Bullying	✓ Protecting personal information ✓ Creating strong passwords ✓ Recognising, preventing, and responding to online bullying

YEAR 5	Computing Unit & Resources	ProjectEVOLVE Themes & Resources
Autumn	GarageBand – Digital Music Creation • Apple Education – Everyone Can Create: Music • GarageBand app ♦ BBC Ten Pieces (for inspiration) • Soundtrap (cross-platform option)	Self-Image & Identity, Online Relationships, Online Reputation • ProjectEVOLVE Y5 Toolkit
Spring	Video Production • Teach Computing – Video Editing Y5 • iMovie / Clipchamp / Windows Video Editor • Storyboarding templates • Royalty-free media libraries (e.g., Pixabay, Pexels)	Managing Online Information, Copyright & Ownership, Health, Wellbeing & Lifestyle • ProjectEVOLVE • BBC Bitesize KS2 Wellbeing • BBC Own It
Spring (cont.)	Touch Typing (Discrete Short Unit) • TypingClub • BBC Dance Mat Typing • Jungle Junior – Typing.com	(reinforces digital competence and responsible use of devices)
Summer	Programming – Selection in Quizzes • Teach Computing – Selection in Quizzes Y5 • Scratch (https://scratch.mit.edu) • BBC micro:bit (optional for quiz inputs)	Privacy & Security, Online Bullying • ProjectEVOLVE • Be Internet Legends – Interland • National Online Safety Guides • Stop Speak Support - Anti-Bullying Alliance
Ongoing / Consolidated	Computer Systems and Networks – Systems & Searching • Teach Computing – Systems and Searching Y5 • Google Search Techniques • BBC Bitesize – How Search Works • CS Unplugged Search Algorithms (offline)	

YEAR 5 Curriculum Coverage				
YEAR 5	Computing Unit	National Curriculum Strands Covered	Project EVOLVE Strands	Online Safety Curriculum Coverage
Autumn	GarageBand – Digital Music Creation	✔ Use technology to create, organise, store, manipulate and retrieve digital content ✔ Understand how digital media can be composed and edited ✔ Select, use and combine a variety of software to accomplish goals	✔ Self-Image & Identity ✔ Online Reputation ✔ Copyright & Ownership	✔ Understanding digital identity and the impact of shared work ✔ Knowing how to use and credit sources ✔ Understanding copyright laws for music
Spring	Video Production	✔ Select, use and combine software for design and presentation ✔ Understand how digital content can be created and edited ✔ Evaluate digital work and make improvements	✔ Online Bullying ✔ Online Relationships ✔ Health, Well-being & Lifestyle	✔ Understanding positive online behaviour ✔ Recognising and responding to online bullying ✔ Managing screen time and maintaining digital wellbeing
Spring (cont.)	Touch Typing (Discrete Unit)	✔ Use technology purposefully to improve digital literacy ✔ Develop keyboard skills for efficiency and fluency	(Supports all strands through better digital navigation)	✔ Reinforces safe and confident use of digital devices ✔ Encourages responsible screen time and posture awareness
Summer	Programming – Selection in Quizzes	✔ Design, write and debug programs ✔ Use selection in algorithms ✔ Understand input/output in programming	✔ Privacy & Security ✔ Managing Online Information	✔ Creating secure digital content ✔ Keeping personal information safe ✔ Identifying trustworthy sources
Ongoing	Computer Systems and Networks – Systems & Searching	✔ Understand computer networks ✔ Understand how search engines work ✔ Use search technologies effectively	✔ Managing Online Information ✔ Copyright & Ownership	✔ Evaluating reliability of search results ✔ Recognising misinformation ✔ Understanding digital ownership and licensing

YEAR 6	Computing Unit & Resources	ProjectEVOLVE Themes & Resources
Autumn	Spreadsheets • Teach Computing – Spreadsheets Y6 • Google Sheets / Excel • Cross-curricular links (e.g. science or budgeting maths) • Conditional formatting, formulas, charts	Self-Image & Identity, Online Relationships, Online Reputation • ProjectEVOLVE lessons on data literacy • NewsWise – spotting fake data • UKSIC Digital 5-a-day
Spring	3D Modelling • Teach Computing – 3D Modelling Y6 • Tinkercad • Design briefs (cross-curricular links to DT or geography) • Optional: link to 3D printing demo if available	Managing Online Information, Copyright & Ownership, Health, Wellbeing & Lifestyle • ProjectEVOLVE Toolkit • BBC Own It • Childnet – Managing Digital Footprint
Summer	Programming – Variables in Games • Teach Computing – Programming B: Variables in Games Y6 • Scratch • Game design, scoring, timers, user input • Optional: cross-curricular quiz/game link	Privacy & Security, Online Bullying • ProjectEVOLVE Privacy & Security • Be Internet Legends – Secure Passwords • NSPCC – Keeping Children Safe Online
Summer (cont.)	Google Slides – Presentation & Collaboration • Google Slides • Shared documents – responsible collaboration • Templates for research projects or digital portfolios	

YEAR 6 Curriculum Coverage				
YEAR 6	Computing Unit	National Curriculum Strands Covered	ProjectEVOLVE Strands	Online Safety Curriculum Coverage
Autumn	Spreadsheets	✓ Select, use and combine a variety of software ✓ Collect, analyse, evaluate and present data	✓ Managing Online Information ✓ Copyright & Ownership	✓ Understanding how to collect and present data safely ✓ Evaluating online data sources ✓ Recognising ownership of content
Spring	3D Modelling	✓ Use technology purposefully to create and present content ✓ Select and use software to accomplish goals	✓ Self-Image & Identity ✓ Online Reputation ✓ Health & Well-being	✓ Understanding digital self-expression ✓ Recognising how shared work builds a digital footprint ✓ Reflecting on healthy screen use
Summer 1	Programming – Variables in Games	✓ Design, write and debug programs ✓ Use variables in programming ✓ Work with various forms of input and output	✓ Privacy & Security ✓ Online Bullying	✓ Protecting private information online ✓ Responding to online bullying scenarios ✓ Creating safe interactive content
Summer 2	Google Slides – Presentation & Collaboration	✓ Select, use and combine software for communication ✓ Collaborate online responsibly	✓ Online Relationships ✓ Online Reputation	✓ Understanding positive online collaboration ✓ Developing and protecting digital reputation ✓ Respectful sharing and commenting online