Curriculum Overview – Computing – 2024-2025

Year group	Autumn		Spring		Summer	
	Term 1	Term 2	Term 1	Term 2	Term 1	Term 2
EYFS		Following simple instructions	Using a keyboard	Taking photos	Programmable toys	Sorting and classifying
Year 1	Computing systems and network: Improving mouse skills	Programming: Algorithms unplugged	Skills showcase: Rocket to the moon	Programming: Bee-Bot	Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Computing systems and networks: What is a computer?	Programming: Algorithms and debugging	Computing systems and networks: word processing	Programming: Scratch Jnr	Creating media: stop motion	Data handling: international space station
Year 3	Computer systems and networks: what is a network?	Programming: Tinkering with scratch	Computer systems and networks: Emailing	Computing systems and networks: journey inside a computer	Creating media: video trailers	Data handling: Comparison cards and databases
Year 4	Computer systems and networks: Collaborative learning	Programming: Further coding with scratch	Creating media: Website design	Skills showcase: HTML	Programming: Computational thinking	Data handling: Investigating weather
Year 5	Computer systems and networks: Search engines	Programming music: Scratch	Data handling: Mars Rover I	Programming: Micro:bit	Stop motion animation: Stop motion studio	Skills showcase: Mars Rover II
Year 6	Computing systems and networks: Bletchley Park and the history of computers	Computing systems and networks: AI	Data handling: Big data I	Data handling: Big data II	Programming: Intro to Python	Skills showcase: Inventing a product