

Computing - Whole-School Overview

We use the NCCE's 'Teaching Computing' scheme of work, with some additions for Online Safety

(2026-27)

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2	<u>Online Safety</u> Then... <u>Computing Systems and Networks:</u> Technology Around Us (1.1) Recognising technology in school and using it responsibly.	<u>Creating Media:</u> Digital Painting (1.2) Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<u>Programming A:</u> Moving a Robot (1.3) Writing short algorithms and programs for floor robots, and predicting program outcomes.	<u>Data and Information:</u> Grouping Data (1.4) Exploring object labels, then using them to sort and group objects by properties.	<u>Creating Media:</u> Digital Writing (1.5) Using a computer to create and format text, before comparing to writing non-digitally.	<u>Programming B:</u> Programming Animations (1.6) Designing and programming the movement of a character on screen to tell stories.
3	<u>Online Safety</u> (Use Twinkl Life resources) Also covered in Safer Internet Day (Feb) and throughout PSHE lessons Then... <u>Computing Systems and Networks:</u> IT Around Us (2.1) Identifying IT and how its responsible use improves our world in school and beyond. MIXED WITH... <u>Computing Systems and Networks:</u> The Internet (4.1) Recognising the internet as a network of networks, including the WWW. Why we should evaluate online content to keep safe.	<u>Programming A:</u> Robot algorithms (2.3) Creating and debugging programs, and using logical reasoning to make predictions.	<u>Programming A:</u> Sequencing Sounds (3.3) Creating sequences in a block-based programming language to make music. (Use Scratch) <u>Also: Introduction to Scratch</u> Setup class accounts. Cover rules for posting work online and using the safe school community. Also: STEM Lego Coding Workshop	<u>Programming B:</u> Events & Actions in Programs (3.6) Writing algorithms and programs that use a range of events to trigger sequences of actions. (Use Scratch)	<u>Creating Media:</u> Digital Photography (2.2) Capturing and changing digital photographs for different purposes.	<u>Creating Media:</u> Stop Frame Animation (3.2) Capturing & editing digital still images to produce a stop-frame animation that tells a story. (Use Aardman Animation on Samsung tablets)

4	<u>Online Safety</u> Also covered in Safer Internet Day (Feb) and throughout PSHE lessons. Then... <u>Computing Systems and Networks:</u> Systems and Searching (5.1) Identifying & exploring how information is shared between digital systems. (Use Google Slides)	<u>Creating Media:</u> Video Production (5.2) Planning, capturing & editing video to produce a short film. (Use Canva for Education)	<u>Programming A:</u> Selection in Physical Computing (5.3) Exploring conditions & selection using a programmable microcontroller. (Use Crumble kits) <u>Also: STEM Lego Coding Workshop</u>	<u>Data and Information:</u> Flat-File Databases (5.4) Using a database to order data & create charts to answer questions. (Use J2data Database)	<u>Creating Media:</u> Introduction to Vector Drawing (5.5) Creating images in a drawing program by using layers & groups of objects. (Use Google Drawings)	<u>Programming B:</u> Selection in Quizzes (5.6) Exploring selection in programming to design & code interactive quizzes, (Use Scratch)
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(2027-28)

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2	<u>Online Safety?</u> Then... <u>Computing Systems and Networks:</u> Technology Around Us (1.1) Recognising technology in school and using it responsibly.	<u>Creating Media:</u> Digital Painting (1.2) Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<u>Programming A:</u> Moving a Robot (1.3) Writing short algorithms and programs for floor robots, and predicting program outcomes.	<u>Data and Information:</u> Grouping Data (1.4) Exploring object labels, then using them to sort and group objects by properties.	<u>Creating Media:</u> Digital Writing (1.5) Using a computer to create and format text, before comparing to writing non-digitally.	<u>Programming B:</u> Programming Animations (1.6) Designing and programming the movement of a character on screen to tell stories.
3	<u>Online Safety</u> (Use Oak Academy resources) Also covered in Safer Internet Day (Feb) and throughout PSHE lessons. Then... <u>Computing Systems and Networks:</u> Connecting Computers (3.1) Identifying that digital devices have inputs, processes & outputs & how devices can be connected to make networks.	<u>Data and Information:</u> Pictograms (2.4) Collecting data in tally charts and using attributes to organise and present data on a computer.	<u>Data and Information:</u> Branching Databases (3.4) Building and using databases to group objects using yes/no questions. (Use J2data Branch) Also: STEM Lego Coding Workshop	<u>Data and Information:</u> Data Logging (4.4) Recognising how & why data is collected over time, before using data loggers to carry out an investigation. (Use BBC Micro:bits)	<u>Creating Media:</u> Digital Music (2.5) Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<u>Creating Media:</u> Audio Production (4.2) Capturing and editing audio to produce a podcast, ensuring copyright is considered. (Use Charanga YuStudio)

4	<u>Online Safety</u> Also covered in Safer Internet Day (Feb) and throughout PSHE lessons. Then... <u>Computing Systems and Networks:</u> Communication and Collaboration (6.1) Recognising how the WWW can be used to communicate & be searched to find information. (Use Google Slides)	<u>Creating Media:</u> Web Page Creation (6.2) Designing & creating webpages. (Use Google Sites)	<u>Programming A:</u> Variables in Games (6.3) Exploring variables when designing & coding a game. (Use Scratch) Also: STEM Lego Coding Workshop	<u>Data and Information:</u> Introduction to Spreadsheets (6.4) Answering questions by using spreadsheets to organise & calculate data. (Use Google Sheets)	<u>Creating Media:</u> 3D Modelling (6.5) Planning, developing & evaluating 3D computer models of physical objects. (Use TinkerCAD)	<u>Programming B:</u> Sensing Movement (6.6) Designing & coding a project that captures inputs in a physical device. (Use BBC Micro:bits)
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(Class 3 only – on a 3-year cycle – 2028-29)

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
3	<u>Online Safety</u> (Use Project Evolve resources) Also covered in Safer Internet Day (Feb) and throughout PSHE lessons. Then... <u>Computing Systems and Networks:</u> IT Around Us (2.1) Identifying IT and how its responsible use improves our world in school and beyond. MIXED WITH,,, <u>Computing Systems and Networks:</u> The Internet (4.1) Recognising the internet as a network of networks, including the WWW. Why we should evaluate online content to keep safe.	<u>Programming B:</u> Programming quizzes (2.6) Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	<u>Programming A:</u> Repetition in Shapes (4.3) Using a text-based programming language to explore count-controlled loops when drawing shapes. (Use Turtle Academy) Also: STEM Lego Coding Workshop	<u>Programming B:</u> Repetition in Games (4.6) Using a block-based programming language, e.g. Scratch, to explore count-controlled & infinite loops when creating a games. (Use Scratch) Also: Introduction to Scratch Setup class accounts. Cover rules for posting work online and using the safe school community.	<u>Creating Media:</u> Desktop Publishing (3.5) Creating documents by modifying text, images & page layouts for a specified purpose. (Use Canva for Education)	<u>Creating Media:</u> Photo Editing (4.5) Recognising how & why data is collected over time, before using data loggers to carry out an investigation. (Use Google Slides)