

Computing – Whole School Overview –Rolling Programme: 2025-26 (A) / 2026-27 (B)

All units are taken (and adapted) from Teach Computing (NCCE)

Year Group	Autumn		Spring		Summer	
	1.1	1.2	2.1	2.2	3.1	3.2
Nursery						
Reception						
Year 1/2 2025-26 (A)	Y1- Computing Systems and Networks-Technology Around Us	Y1-Creating Media-Digital Painting	Y1-Programming A-Moving a Robot	Y1-Data and Information-Grouping Data	Y1-Creating Media-Digital Writing	Y1-Programming B-Programming Animations
Year 1/2 2026-27 (B)	Y2-Computing Systems and Networks-IT around us	Y2-Creating Media-Digital Photography	Y2-Programming A- Robot Algorithms	Y2-Data and Information-Pictograms	Y2-Creating Media-Digital Music	Y2-Programming B-Programming Quizzes
Year 3/4 2025-26 (A)	Y4-Computing Systems and Networks- The Internet	Y4-Creating Media-Audio Production	Y3- Programming A- Sequencing sounds	Y4-Data and Information-Data Logging	Y4-Creating Media-Photo Editing	Y3- Programming B- Events and Actions in Programs
Year 3/4 2026-27 (B)	Y3-Computing Systems and Networks- Connecting Computers	Y3-Creating Media- Stop-frame Animation	Y4- Programming A- Repetition in Shapes	Y3-Data and Information-Branching Databases	Y3-Creating Media-Desktop Publishing	Y4- Programming B- Repetition in Games
Year 5	Y5- Computing Systems and Networks- Systems and Searching	Y5-Creating Media- Video Production	Y5- Programming A- Selection in Physical Computing	Y5- Data and Information-Flat-file databases	Y5- Creating Media-Introduction to Vector Graphics	Y5- Programming B- Selection in Quizzes
Year 6	Y6- Computing Systems and Networks-Communication and Collaboration	Y6- Creating Media- Web page Creation	Y6- Programming A- Variables in Games	Y6- Data and Information-Introduction to Spreadsheets	Y6- Creating Media- 3D Modelling	Y6- Programming B- Sensing Movement