

Curriculum overview for parents and carers

Computing 2026/27

A summary of key Computing learning for Reception to Year 5/6.



EYFS (Reception)			
Autumn 1	Computing through continuous provision Exploring different forms of technology in the children's daily classroom play.	Autumn 2	Computing systems and networks Using a computer Investigating the main parts of a computer and learning how the keyboard and mouse are used to control it. Pupils also practise how to log in, log out and navigate simple digital tasks independently.
	Programming All about instructions Developing an understanding of how to receive and give instructions while learning why instructions need to be clear and precise.		Computing systems and networks Exploring hardware Investigating different computer hardware parts and learning how to operate a camera.
Spring 1	Programming Programming Bee-Bots Exploring simple programming by experimenting with a Bee-Bot or Blue-Bot and investigating how hardware responds to commands.	Spring 2	Data handling Introduction to data Learning how to sort and categorise data and developing an understanding of branching databases and pictograms.
Summer 1		Summer 2	

Year 1/2 Cycle B

	Computing systems and networks		Programming
Autumn 1	Using computers 2 Exploring how computers use inputs, programs and outputs to make things happen. Pupils identify common input and output devices, recognise computers in everyday life, learn how to log in and out safely, and save and organise files so they can find their work again later	Autumn 2	Programming Bee-Bots Exploring commands, instructions and errors through programming a Bee-Bot and learning how sequences control movement. Pupils practise debugging and apply logical thinking to predict, test and improve simple programs.
Spring 1	MakeCode Exploring how to use the MakeCode programming platform by investigating what different blocks do and how they control outcomes. Pupils apply their understanding by planning, building and testing their own program.	Spring 2	[Unit title] Coming soon Creating digital content for a specific purpose and audience by combining text and images effectively. Pupils learn how layout, size and colour can improve communication, organise content on a page and develop their editing skills by reviewing and improving their work.
Summer 1	Computing systems and networks [Unit title] Coming soon Understanding how the internet connects people and information through computer networks. Pupils develop their skills in navigating websites, searching for information, evaluating the reliability of online content and protecting personal information to stay safe online.	Summer 2	Data handling [Unit title] Coming soon Exploring data by collecting, organising and presenting information using digital tools. Pupils learn how to group data, create simple digital charts and pictograms and evaluate how effectively information has been represented and communicated.

Year 3/4 Cycle B

Autumn 1

Programming

Computational thinking

Developing computational thinking skills using decomposition, pattern recognition, abstraction and algorithm design. Pupils apply these approaches by creating and evaluating a Scratch project and reflecting on how computational thinking improves programming outcomes.

Autumn 2

Computing systems and networks

[Unit title] Coming soon

Understanding how digital information is stored, organised and shared across devices and networks. Pupils use shared spaces and cloud-based tools to collaborate, manage files and develop their understanding of how content can be saved, accessed, edited and retrieved by multiple users.

Spring 1

Programming

[Unit title] Coming soon

Further developing programming skills using the MakeCode platform. Pupils apply their understanding by replacing repeated instructions with loops to develop more effective programs.

Spring 2

Creating media

[Unit title] Coming soon

Creating web content by designing and building simple web pages that combine text and images. Pupils learn how information is organised on a webpage and consider how content can be structured for a specific purpose and audience.

Summer 1

Creating media

[Unit title] Coming soon

Editing digital images by capturing, enhancing and modifying photographs using a range of digital tools, including simple AI features. Pupils learn how images can be improved for a purpose and explore how automated tools can support the editing process.

Summer 2

Data handling

[Unit title] Coming soon

Exploring how branching databases organise and classify information using yes/no questions. Pupils plan, create and test their own digital branching databases and evaluate how effectively they identify and classify information.

Year 5/6 Cycle B

Autumn 1

Programming

BBC micro:bit

Investigating how to program the BBC micro:bit by creating interactive projects using sensors, variables and conditional statements. Pupils experiment with variables, apply conditional statements and develop an understanding of how coding brings digital devices to life.

Autumn 2

Computing systems and networks

[Unit title] Coming soon

Investigating machine learning by exploring how computers can learn from data and consider how training data affects outcomes. Pupils investigate how machine learning is used in everyday life, identify patterns in data and consider the benefits, limitations and risks of AI systems.

Spring 1

Programming

Exploring Python

Exploring programming through Logo and Python while learning how loops, nested loops and random numbers control digital outcomes. Pupils experiment with coding techniques and apply their understanding to create algorithmic artwork inspired by Piet Mondrian.

Spring 2

Creating media

[Unit title] Coming soon

Producing audio content by planning, recording and editing a podcast for a specific audience and purpose. Pupils learn how structure, pacing and audio quality influence communication and refine their work to improve clarity and engagement.

Summer 1

Creating media

[Unit title] Coming soon

Bringing together creating media skills developed throughout primary school, pupils plan and create a multimedia project. They combine text, images, audio and video to communicate information for a specific audience, evaluating and refining their work to improve its effectiveness.

Summer 2

Online safety

[Unit title] Coming soon

Exploring social media and online platforms by learning how content is shared and viewed online. Pupils consider how online identities are shaped, recognise online risks and learn how to use tools such as block, mute and report to stay safe.