



Computing Overview 2026-27

	Autumn		Spring		Summer	
	1	2	1	2	1	2
NURSERY 3	Playing with toys that have switches, flaps or buttons	Learning how to use basic apps on an iPad	Following instructions to complete activities	- As Spring 1 - Using simple directional language to control robots	Recognising technology devices around them and what they do.	Using digital cameras to take pictures of objects, people and themselves.
RECEPTION	Digital Literacy Following Instructions to complete activities.	Digital Citizenship / Digital Literacy - As Autumn 1 and logging in - Recognise online/offline and know how to ask for help when using the internet.	Digital Literacy - Logging in - Mouse and Keyboard skills - Following Instructions to use different software.	Computer Science / Digital Literacy - As Spring 1 - Using simple directional language to control robots - Recognise technology around us.	Information Technology - Name the parts of a computer / tablet - Know the jobs of computer parts. - Name my work so others know it is mine.	Digital Literacy - Logging in - Mouse and Keyboard skills - Apply learning to use different software.
YEAR 1	Digital Citizenship Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about online technologies.	Digital Literacy - Word processing - Pictograms	Computer Science - What is an algorithm? - Develop directional language - Co-create directional algorithms	Computer Science - Create directional algorithms - Debug simple algorithms - Record / explain algorithms	Information Technology - Who was Jack Kilby and Robert Noyce? - How did the microchip change our lives? - Using the Internet - Word processing	Digital Literacy - Word processing - Using digital cameras - Exploring sound and music.
YEAR 2	Digital Citizenship Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about online technologies.	Digital Literacy - Word processing - Introduction to presentation software - Branching database	Computer Science - What is a program and event? - Create and debug algorithms - Co-create programs with different events.	Computer Science - Create programs - Start programs with different events - Predict outcome of simple programs - record / explain programs	Information Technology - Who is Tim Berners Lee? What is the WWW? - How do computers communicate with each other. - Using the internet - Word processing	Digital Literacy - Word processing and presentations - Digital communication - Video creation and editing
YEAR 3	Digital Citizenship Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy - Word processing - Branching database - Musical composition	Computer Science - What is a sequence? - Co-create programs with sequenced events - Co-debug errors in sequences - Predict outcome of sequenced events	Computer Science - Create programs with sequenced instructions - Debug errors in sequences - Predict how changing sequence may impact a program	Information Technology - Who was Ada Lovelace and Charles Babbage? - How to use the search engines to find information. - Using folders - Word processing	Digital Literacy - Word processing - Capturing, creating and editing pictures. - Multimedia presentation
YEAR 4	Digital Citizenship Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy - Word processing - Spreadsheets - Data Loggers and graphing	Computer Science - Create programs with sequenced instructions - Debug errors in sequences - Begin to use repeats / loops in a program	Computer Science - What is a loop / repeat? - Create programs with sequenced instructions including loops / repeats. - Debug errors in loops / repeats.	Information Technology - How Hedy Lamar developed technology? - Understanding how search engines find information. - Using search engines to find information efficiently	Digital Literacy - Word processing - Animations - Video editing
YEAR 5	Digital Citizenship Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy - Word processing - Databases and graphing - Evaluating websites	Computer Science - Create programs with sequenced instructions including loops / repeats. - Begin to use conditional "if" statements in programs to run selected instructions.	Computer Science - What is a conditional / selection? - Create working programs with conditional "if" statements in own programs for peers. - Debug errors in conditional / selections	Information Technology - How Grace Hopper developed technology? - Understanding the internal parts of a computer and their functions - Using search engines to find fact checked information.	Digital Literacy - Word processing - Computer Aided Design (CAD)
YEAR 6	Digital Citizenship Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy - Word processing - Presentation - Editing to suit audience	Computer Science - Create working programs with conditional "if" statements in own programs. - Begin to use variables in my own programs. - Debug errors in own code.	Computer Science - What is a variable? - Create working programs which include variables for others to use. - Debug errors in own code including variables.	Information Technology - How Alan Turing developed technology? - Using search engines to find fact checked information effectively. - Evaluating websites	Digital Literacy - Word processing - Video creation, editing and presentation.