

Computing Curriculum Overview: 2025-2026

Computer Science				Information Technology		
- Programming - Computer systems and networks				- Data and information - Creating media		
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Technology all around us Laptops	Digital Painting Laptops	Moving a robot Bee-bots	Grouping data n/a	Digital writing Laptops	Programming animations iPads
Y2	IT all around us Laptops	Digital Photography iPads AI around us	Robot algorithms Bee-bots	Pictograms n/a	Digital music Laptops	Programming quizzes iPads
Y3	Connecting computers N/A	Digital Photography (Y2) iPads	Sequencing sounds Laptops	Branching databases Laptops	Desktop publishing Laptops	Events and actions in programmes Laptops How to train a computer
Y4	The internet N/A	Stop-frame animations (Y3) iPads	Repetition in shapes Laptops	Data (Micro:bit)	Photo editing Laptops Creating images with AI	Repetition in games Laptops
Y5	Systems and searching N/A What is machine learning?	Audio production (Y4) Laptops	Repetition in shapes (Y4) Laptops	Flat-file databases Laptops	Introduction to Vector Graphics Laptops	Selection in quizzes Laptops
Y6	Communication and collaboration N/A	Web page creation Laptops What is machine learning?	Selection in physical computing (Y5) Laptops	Introduction to spreadsheets Laptops Generative AI	Introduction to Vector Graphics (Y5) Laptops	Variables in games Laptops