St Mary's Computing Curriculum 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Introduction to computers, IWB to play games. Class computer – number and phonics games	IWB to play games. Listen to stories on the CD player. I pads/chrome books - learn to turn on and log in. Ipad – learn to switch on, select apps, take a picture.	Bee bots /phonics and maths games. Laptops – to play phonic games. Buried treasure game. Trash and treasure words.	Research of different minibeasts. Viewer for close-ups of mini beasts. Laptops to write. Cameras to take pictures of mini beasts.	Word searches. Taking photos. Using Bee bots. Mobile Phones. Microphones. CD player.	Lap tops to research. Ipad – drawing programme, combining text and images.
Year 1	Computing systems and networks – Technology around us	Creating Media- Digital Painting	Programming a robot (Task, design, code, running the code)	Grouping data	Creating Media – Digital writing	
Year 2	Computing systems and networks - Information Technology around us	Creating media – Digital photography	Programming – Robot algorithms	Data and information – Pictograms	Creating media – Making music	Programming – An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation:	Programming – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming – Events and actions
Year 4 **Year ¾ will complete the year 4 curriculum this year. Consideration will be given to any gaps in year 3's knowledge**	Computing systems and networks – The Internet	Programming A – Repetition in shapes	Creating media – Audio editing	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing (Y5) Inker/ Google Drawings	Data and information – Flat-file databases	Programming – Selection in physical computing	Creating media – Video editing	Programming B – Selection in quizzes
Year 6 **Previous learning will be checked before starting year 6 programming units, any gaps will be acknowledged**	Computing systems and networks - Communication and collaboration	Programming A – Variables in games	Programming B – Sensing Movement	Creating Media- Desktop Publishing (adapted for secondary transition)	Using the Microbit for Primary to Secondary Transition	Using the Microbit for Primary to Secondary Transition