

Computing - Whole school long term planning

	Year 1 Wrens	Years 1/2 Robins	Year 2 Owls	Year 3&4 Puffins	Year 3&4 Kingfishers	Year 4 & 5 Kestrels	Year 5 Hawks	Year 6 Eagles &
Cycle A 2026-2027 2028-2029	Year 2 SOW	Year 2 SOW	Year 2 SOW	Adapted Y3/Y4 SOW	Adapted Y3/Y4 SOW	Alternative Year 4/5 SOW	Alternative Year 4/5 SOW	Year 6 SOW
Cycle B 2025-2026 2027-2028	Year 1 SOW	Year 1 SOW	Year 1 SOW	Year 3 SOW	Year 3 SOW	Year 5 SOW	Year 5 SOW	Year 6 SOW

Key Stage 1

	Autumn		Spring		Summer	
Year 1 Cycle B: Wrens Robins Owls	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2 Cycle A: Wrens Robins Owls	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

Key Stage 2

Year 3 Puffins & Kingfishers Cycle B	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Core Computing Skills Using username and passwords successfully; opening and closing programs; opening and closing files; navigating a file browser; naming and saving files; navigating desktop.	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4 Puffins & Kingfishers Cycle A	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Core Computing Skills Using username and passwords successfully; opening and closing programs; opening and closing files; navigating a file browser; naming and saving files; navigating desktop.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	Sharing information Identifying and exploring how information is shared between digital systems.	Video editing Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	Flat-file databases Using a database to order data and create charts to answer questions.	Vector drawing Creating images in a drawing program by using layers and groups of objects.	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Year 5 Alternative Kestrels & Hawks Cycle A	Strategic Searching (Twinkl Unit) Refining search results using advanced techniques and strategies. Understanding how search engines work and evaluating the reliability of search results and websites.	Video Editing Twinkl Unit on Movie making. Use iPads and class cameras. Edit using Windows Photos Video Editor and iMovie.	Selection in Programming Code.org unit using block programming . Selection using conditionals.	Databases Pupils will program micro:bits to create environmental data-loggers. Pupils will collect data and import it in to a spreadsheet. Data will be sorted and charts created.	Word Processing (Twinkl Unit) Learning how to use word processors and the different tools.	Selection in Physical Computing Use Crumble microcontroller to program digital Katherine wheel.
Year 6	Internet communication Recognising how the WWW can be used to communicate and be searched to find information.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing Designing and coding a project that captures inputs from a physical device.