



Computing Curriculum Outline 2025-26

Year 1						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Focus	Technology around us	Grouping Data	Digital Painting	Digital Writing	Moving a robot	Animation

Year 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Focus	Information Technology Around Us	Pictograms	Digital Photography	Digital Music	Robot Algorithms	Programming Quizzes

Year 3						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Focus	Connecting Computers	Branching Databases	Desktop Publishing	Stop-Frame Animation	Sequencing Sounds	Events and actions in programs

Year 4						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Focus	The Internet	Data Logging	Photo editing	Audio Production	Repetition in Shapes	Repetition in games

Year 5						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Focus	Systems and searching	Flat-File Databases	Introduction to vector graphics	Video Production	Selection in Physical Computing	Selection in Quizzes

Year 6						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Focus	Communication and Collaboration	Introduction to Spreadsheets	Webpage Production	3D modelling	Variables in games	Sensing movement