



Long Term Curriculum Overview 2026-2027

Subject: Computing

Dream big. Love God. Live well.

‘I can do all things through Him who strengthens me.’ Phillippians 4:13

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Children in the Early Years Foundation Stage will begin to investigate technological devices by exploration. With support from adults, they will use different technology for a purpose and begin to understand the functions of different devices.					
Year 1	Introduction to Purple Mash To login and create my own avatar on Purple Mash. To open an activity and then save the work to the 'My Work' area. To understand how to complete work in the 2Dos area in Purple Mash. Creative Computing To use paint tools to draw a picture. To create a jigsaw using a digital device and share it so that others can play. To create a placing game in 2DIY. To create images and use these to make a game.	Data Explorers To think carefully about the steps of grouping items. To group items using a computer. To sort different items. To understand that data is information that can be collected and used. To understand that data can be shown using pictures. To collect data and create a pictogram.	Creating and Following Instructions To understand that an algorithm is a set of instructions. To follow and create simple instructions on a device. To sequence algorithms that require a correct order. Animated Stories To understand some differences between traditional books and digital books. To draw a character for a 2Create a Story digital book.	Animated Stories To understand the difference between backgrounds and other objects on the screen in 2Create a Story. To add animation to objects in 2Create a Story. To add text to a 2Create a Story file. To add sounds to a 2Create a Story file.	Technology around us To know what the word technology means. To know what technology is used in school. To consider the purposes of technology used in the wider world. To understand the safe use of technology devices.	Coding To understand that computer programs work by following instructions called code. To use object and action code blocks to make a computer program. To understand what an event is in coding. To understand the purpose of an output and to be able to 'read' code to find out what it does. To change aspects of the design view. To plan and make a computer program.
Year 2	Route Explorers To use the direction keys in 2Go to move the turtle along a route. To use units of distance along with the direction keys in 2Go to move along a route. To write instructions to complete more than one step of a route at once. To build up instructions for a longer route. The Internet To understand how the internet, the World Wide Web and a browser work together. To understand the difference between a website and a webpage and use a school website to find information. To understand the difference between a browser and a search	Creating Pictures To create a digital art piece in an Impressionist style. To create a digital art piece in a Pointillism style. To create a digital art piece that is in the style of Piet Mondrian's work. To create digital art patterns in the style of the Arts and Crafts movement. To create a portfolio of digital art.	Spreadsheets To understand what a spreadsheet is and how to navigate one using 2Calculate. To edit and improve a spreadsheet so that information is organised clearly and displayed correctly. To explore how spreadsheets can complete calculations automatically. To explore the range of tools available in 2Calculate and understand how they can change the way data is used. To create and interpret block diagrams from data.	Questioning To understand how data can be used to help answer a question. To ask an appropriate question, gather data using a tally chart and present it using digital tools. To begin to explore how yes or no questions can be used to sort data. To understand how branching databases work and practise navigating them to find answers.	Presenting Ideas	Coding To create a computer program using an algorithm. To understand ways that the collision detection event can be used in a program. To design a program that follows a timed sequence. To understand that different objects have different attributes (properties). To understand the function of button objects in a program. To understand the importance of testing and debugging.

	engine, and to practise searching for information safely.					
Year 3	Email To understand how people communicate with each other. To understand and respond to an email. To compose and send an email. To send an email attachment. To learn how to use email safely. To explore simulated email scenarios.	Route Planners To create simple commands in 2Go to move the turtle along a route. To create commands in 2Go in which the turtle turns using rotation. To plan algorithms and write 2Go code that uses angles of turn. To use 90° and 45° angles in 2Go. To use the repeat algorithm and coding in 2Go.	Branching Databases To understand the concept of using 'Yes' or 'No' questions to sort objects. To understand and use a branching database effectively. To plan and create a branching database. To test and debug branching databases to correct errors.	Spreadsheets To understand the layout and features of 2Calculate in Advanced Mode. To use the arrows toolbar to be able to automatically total rows and columns. To use simple formulae in a spreadsheet by using the formula wizard. To use advanced formulae in a spreadsheet to calculate totals, averages and to find the highest and lowest values. To apply spreadsheet skills to solve real-world problems. To design and use a spreadsheet to answer a series of questions.	Coding To understand what a flowchart is and how flowcharts are used in computer programming. To understand that there are different types of timers. To understand how to use the repeat command. To understand the importance of nesting when coding, testing and debugging. To design a program. To use design documentation to code a program.	Presentations To learn how to open PowerPoint, add text and change how it looks. To learn how to add slides, change slide designs and insert pictures into a presentation. To add animations to pictures and text, and transitions between slides. To create an effective presentation. To complete and present a slideshow to an audience. Touch Typing To learn correct finger positioning on the keyboard and understand when to use the left or right hand. To practise typing sentences using capital letters, spaces, and full stops.
Year 4	Unpacking Hardware and Software To understand what technology is, where we see it in everyday life, and how it helps us at school, home and beyond. To identify and describe different pieces of computer hardware and understand their functions. To understand what software is and how we use it to complete tasks. To explore how hardware and software interact to complete everyday tasks. Logo To know key commands and input simple instructions. To create multi line code To use repeat commands.	Animation To understand what animation is. To understand and use onion skinning. To use animation software. To plan an animation. To create a narrative through animation. To evaluate animations.	Sound Stories To identify key features of audio books that makes them engaging. To plan and write a script for an audio book. To record clear narration and sound effects. To edit, improve and finalise an audio book.	Effective Searching To understand what a search engine is and how it works. To understand how search engines collect, sort and rank results. To learn advanced ways to improve searches. To develop strategies to judge whether information online is true.	Coding To know what selection means in computer programming. To know how to use co-ordinates in computer programming. To explore methods that introduce loops in coding. To understand what a variable is in programming. To create a game that keeps score.	Composing beats To identify and discuss the main elements of music. To understand and experiment with rhythm and temp. Introduction to AI To understand what Artificial Intelligence is and some of the tasks it can carry out. To learn to communicate effectively with AI tools by writing clear and precise prompts. To learn how to be a good digital citizen when using AI. To think about how AI might develop in the future.

Year 5	Quizzing To explore different types of quizzes and identify their features, strengths and weaknesses. To explore the features of 2Quiz and experiment with creating quiz questions. To explore additional features of quizzes, such as title screens and content pages. Databases To understand what a database is. To design and create a database. To build queries to find information. To solve problems using a database.	Spreadsheets To refresh and extend understanding of formulae and functions from previous learning. To use formulae in 2Calculate to convert measurements between different units. To use 2Calculate to create and interpret line graphs that show how data changes over time. To analyse weather data by using spreadsheets to identify patterns. To use spreadsheets to plan and budget for an event. To use a spreadsheet to plan a holiday.	Game Creator To evaluate the features of a successful video game. To plan a game in 2DIY3D. To design and use game sprites. To add features to a game world and check playability. To evaluate games created by others.	Coding To understand some ways that code can be simplified so that it is easier to read and runs more efficiently. To program a computer simulation using 2Code. To know what decomposition and abstraction are in Computer Science. To understand what a function is and how functions work in code. To understand what datatypes are and how they are used when coding with variables. To read code, predict outcomes and identify and fix bugs.	Word Processing To format text in a new Word document and then save it. To learn how to edit text and apply more advanced formatting. To learn how to adjust the layout of a Word document. To learn how to insert and format images in Word. To use tables in Word to organise information. To combine Word skills to create and review a factsheet.	Concept Maps Micro:bits To create a micro:bit story telling game. To code a micro:bit to measure temperature and produce different outputs based on this. To code a micro:bit to simulate a magic 8 ball.
Year 6	Networks To understand what a computer network is and identify examples of networks at home, school and in the wider world. To understand the difference between the internet and the world wide web and explore the services they provide. To explore how the internet can be used for communication and collaboration and how to do this safely and respectfully. To explore who is in charge of the internet and how rules and website blocking can affect people, society and online platforms. Graphing To create comparative bar charts using graphing software. To create pie charts using graphing software. To create line graphs using graphing software.	Data Detectives To find information in databases by filtering and sorting. To create graphs from data within a database. To be able to find information in linked table databases. To be able to find requested information using databases.	Coding To understand ways to use cloning in 2Code. To explore the use of hotspots in 2Code. To understand the different options for generating and using user input in 2Code. To use flowcharts to test and debug a simulation. To use program design documentation to produce a program. To understand how 2Code can be used to make a text-based adventure game.	Introduction to Python To understand that Python is a text-based coding language and enter simple commands. To use Python to perform mathematical calculations. To be able to use repetition and Python library functions. To understand how Python in Pieces can be used to program a graphical user interface.	Spreadsheets To understand and use basic formatting in Excel. To develop skills in using basic functions in Excel. To create and format charts in Excel. To sort and filter data within a spreadsheet. To understand and use advanced functions in Excel. To combine Excel skills to create an effective spreadsheet for a given purpose.	3D Modelling To explore and develop simple 3D models using CAD software. To explore the effect of moving points when designing. To plan, design and begin creating packaging to meet a design brief. To refine, assemble and evaluate the finished packaging prototype.

Information Technology
Computer Science
Digital Literacy

Online Safety – Delivered throughout the year
using 2BeSafe – Being Safe in a Digital World.