



COMPUTING LONG TERM OVERVIEW 2026-2027



	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
NURSERY	Rules and routines Tidying routines – model sorting items correctly in all areas matching to silhouettes. Grouping things, comparing, spotting similarities and differences and working out rules. <i>Pattern</i>	Baking Cakes Following a set of instructions. <i>Algorithms and sequencing</i>	Online Safety <i>Managing Online Information</i> How can I communicate? <i>Self image and identity</i> No! Stop, Tell, Ask Copyright and ownership Look what I made! Who's is this?	Easter nests Following a set of instructions to make Easter nests <i>Algorithms, sequencing and creating</i> Story mapping <i>Abstraction and sequencing</i>	Planting Seeds Sequencing – planting seeds, following a set of instructions. <i>Algorithms and sequencing</i>	Boats Ahoy <i>Tinkering, logic collaboration and pattern</i>
RECEPTION	Tidying routines – Model sorting items correctly in all areas. <i>Pattern</i> Pumpkin Soup <i>Algorithms, abstraction, decomposition and collaborating</i>	Scarves for Snowmen <i>Creating, pattern and logic</i>	Online Safety <i>Online Reputation</i> Keep me informed <i>Online Relationships</i> Keeping in touch Privacy and Security Personal or Private? What is my personal information? Who can I trust? <i>Self image and identity</i> Feelings Health, well-being and lifestyle Sensible Screen Time Which rules are fair? <i>Managing Online Information</i> Finding information	Busy Bodies- Movement Algorithms <i>Algorithms, abstraction, decomposition and debugging.</i>	Summer Fun Seaside Tangrams <i>Tinkering, creating, debugging and persevering.</i>	Making Boats <i>Algorithms, abstraction, decomposition and creating.</i>

YEAR 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Creating media – Digital writing	Programming B – Introduction to animation	Data and information – Grouping data
YEAR 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Creating media – Making music	Programming B – An introduction to quizzes	Data and information – Pictograms
YEAR 3	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequence in music	Data and information – Branching Databases	Programming B – Events and actions	Creating media – Desktop Publishing
YEAR 4	Computing systems and networks- The Internet	<i>Programming A – Repetition in Shapes</i>	Creating media – Audio Editing	Creating media – Photo Editing	Programming B – Repetition in Games	Data and information – Data Logging
YEAR 5	Computing systems and networks –Sharing Information	Creating media – Vector Drawing	Creating media – Video Editing	Programming A – Selection in physical computing	Programming B – Selection in quizzes	Data and information – Flat-file databases
YEAR 6	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming A – Variables in games	Creating media – Web Page Creation	Programming B – Sensing	Data and information – Spreadsheets