Whalton Computing Curriculum Overview 2026-2027

Year group/Key stage	***Autumn 1***	***Autumn 2***	***Spring 1***	***Spring 2***	***Summer 1***	***Summer 2***
EYFS - Reception	***Using Technology Safely*** *Turning devices on/off, using a mouse or touchscreen, taking turns, handling equipment carefully, talking about trusted adults*	***Digital Drawing and Creativity*** *Drawing pictures, changing colours/brushes, making digital patterns, taking photographs, adding simple marks or labels*	***Giving Instructions Following*** *instructions, giving directions, ordering pictures, programming a Bee-Bot, making simple obstacle routes*	***Technology Around Us*** *Technology hunts, sorting technology/non-technology, exploring tills, cameras, phones, traffic lights and scanners through role play*	***Information and Data*** *Sorting objects, making pictograms, simple class votes, tallying favourite fruit/animals, discussing what the information shows*	***Creating with Technology*** *Taking photos, recording voices, making a simple digital story, creating a map or picture, revisiting Bee-Bots and sequencing*
Key Stage 1 - Years 1 and 2	*Unit 1.1 Computing Systems and Networks –*	*Unit 1.2 Creating Media – Digital Painting*	*Unit 1.3 Creating Media – Digital Writing*	*Unit 1.4 Data and information – Grouping data*	*Unit 1.5 - Programming A - Moving a robot*	*Unit 1.6 - Programming B - Introduction to animation*

	Technology Around Us					
Key stage 2 - Years 3 and 4	*Unit 3.1 - Computing systems and networks - Connecting computers*	*Unit 3.2 - Creating media - Stop frame animation*	*Unit 3.3 - Creating media - Desktop publishing*	*Unit 3.4 - Data and Information - Branching Databases*	*Unit 3.5 - Programming A - Sequence in music*	*Unit 3.6 - Programming B - Events and actions*
Key Stage 2 Years 5 and 6	Unit 6.1 Computing systems and networks – Communication	Unit 5.3 Creating media – Video editing	Unit 6.3 Creating media – Web page creation	Unit 6.4 - Data and Information - Spreadsheets	Unit 6.5 - Programming A - Variables in Games	Unit 6.6 - Programming B - Sensing