

Computing Curriculum 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	iCommunicate - iSkills Lite Level 1 Through real-life examples— such as schools, shops, hospitals and the police— they will examine the choices we make and the responsibilities that come with using technology.	iProgram - iCode Lite Level 1	iSecure - iSafe Lite Level 1 How to keep themselves safe whilst on digital devices. They will learn about trusting the internet, both with things they see and people they may encounter.	iCreate – iMove Lite Level 1	iJam - iLoop Lite Level 1	iTech - iInvent Lite Level 1 How to use technology safely and responsibly, as well as how to explain their uses to others.
Year 2	Computing systems and networks – IT around us Being safe online – know the rules to keep me safe and how they influence the choices I make online.	Creating media – digital photography Being safe online – to identify which photos are real and not and to know photos can be altered	Programming A – Robot algorithms	Data and information – Pictograms Being safe online – privacy and security. To share information/data with people I know and trust	Creating media – digital music Being safe online – copyright and ownership of my work	Programming B – Programming quizzes Being safe online – using ScratchJr safely, respectfully and responsibly
Year 3	Computing systems and networks – connecting computers Being safe online – to know how information and data can be shared within computer networks.	Creating media – stop-frame animation Being safe online – copyright and ownership of my work and others work	Programming A – Sequencing sounds Being safe online – using ScratchJr safely, respectfully and responsibly	Data and information – Branching databases Being safe online – using technology safely, respectfully and responsibly with online databases	Creating media – Desktop publishing Being safe online – copyright and ownership. Do I have the right to reuse content?	Programming B – Events and actions in programming Being safe online – using ScratchJr safely, respectfully and responsibly
Year 4	Computing systems and networks – The internet Being safe online – To know not everything online is true and I need to think carefully before sharing/re-sharing content	Creating media – Audio production Being safe online – recognising acceptable/unacceptable behaviour, copyright and ownership of content	Programming A –Repetition in shapes Being safe online – using the internet safely, respectfully and responsibly	Data and information – Data logging	Creating media – Photo editing Being safe online – knowing people might make themselves look different online, how to report content and contact	Programming B – Repetition in games Being safe online – using ScratchJr safely, respectfully and responsibly
Year 5	Computing systems and networks – Systems and searching Being safe online – To know some of the ways search engine results can be influenced to make money	Creating media – Video production Being safe online – using technology safely, respectfully and responsibly, recognising acceptable/unacceptable behaviour, copyright and ownership of content	Programming A – selection in physical computing	Data and information – flat-file databases Being safe online – To know some of the ways search engine results are selected and ranked	Creating media – Introduction to vector shapes	Programming B – Selection in questions Being safe online – using ScratchJr safely, respectfully and responsibly
Year 6	iCommunicate - iGraphics Level 4	iProgram - iDevelop Level 4 Being safe online – online relationships, managing information online, copyright and ownership of content	iSecure - iCV Level 4	iCreate - iDigital Level 4 Teach pupils to express themselves using an array of different media.	iJam - iRemix Level 4	iTech iCSI Evidence Trace How technology is used in the wider world such as the police and wider organisations.