



Computing Overview:

The following is an overview of the units of work that we will be covering across Great Wilbraham Primary School. We follow the 'Teach Computing' curriculum with each unit broken down into lessons. These units will have a clear progression of skills and knowledge.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS/ 1	Y1 Computing systems and networks- Technology around us	Y1 Creating media- Digital painting	Y1 Programming A- moving a robot	Y1 Data and information- grouping data	Y1 Creating media- Digital writing	Y1 Programming B- Programming animations.
2/3 2025-26	Y2 IT Around Us	Y2 Robot Algorithms	Y3 Stop Frame animation	Y2 Programming Quizzes	Y3 Branching Databases	Y3 Desktop Publishing
2026-27	Y3 Connecting Computers	Y2 Digital Photography	Y3 Sequencing Sounds	Y2 Pictograms	Y2 Digital Music	Y3 Events and Actions in Programs
4/5/6 2025-26	Y4 Computing systems and networks- the internet	Y4 Creating Media- Audio production Y6 (GW) computing systems and networks- communication and collaboration	Y4 Programming A- Repetition in Shapes	Y6 Data and information- Introduction to spreadsheets	Y6 Creating Media- Web Page Creation	Y4 Programming B- Repetition in Games
2026-27	Y6 Comm and Collaboration	Y4 Audio production	Y6 Variables in games	Y4 Data Logging	Y6 3D Modelling	Y6 Sensing Movement
2027-28	Y5 Computing systems and networks – systems and searching	Y5 Creating Media- video production	Y5 Programming A- selection in physical computing	Y5 Data and information- Flat file databases	Y5 Creating media- introduction to vector graphics	Y5 Programming B- selection in quizzes