St Anne (Stanley) Computing Curriculum Overview
2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Nursery ELG: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	*Digital Literacy*		*Information Technology*		*Computer Science*	
	Using Technology Safely		**Understanding the Parts of a Computer**		**Using Programmable Devices**	
	In this unit pupils will learn to recognise who we can trust with information and how that links to the online world.		In this unit pupils will learn to recognise the different parts of a computer.		In this unit pupils will use different types of devices as well as give and follow instructions.	
Reception ELG: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	*Information Communication Technology*		*Information Communication Technology*		*Computer Science*	
	I am a Super Surfer		**Look What I Can Do**		**I am a Computer Scientist**	
	In this unit pupils will learn to recognise on and offline technology and how to use it safely with the help of trusted adults.		In this unit pupils will learn that information can be used and created using technology.		In this unit pupils will learn cause and effect in computing. (If I press this button – this is the result)	
Year 1	*Information Communication Technology*	*Information Technology/ Digital Literacy*	*Computer Science*	*Computer Science*	*Information Technology*	*Information Technology*
	Basic Skills	**Using Word and Other Programmes to Process and Format Texts and Images**	**Unplugged Algorithms: Understanding and Building a Basic Algorithm**	**Programming, Coding and Robotics**	**Data Collection and Representation Using Pictograms**	**Producing Digital Media**
	In this unit pupils will develop basic computing skills including logging on and off, using the keyboard and using a password.	In this unit pupils will process and format texts and images.	In this unit pupils will create unplugged algorithms and apply them to an on-screen programme.	In this unit pupils will control both physical and virtual robots with a sequence of commands.	In this unit pupils will collect data as a tally and present it as a pictogram digitally.	In this unit pupils will produce a range of digital media including photographs, images, text and sound.
Year 2	*Information Technology*	*Computer Science*	*Computer Science*	*Information Technology*	*Information Technology*	*Digital Literacy*
	What is a Computer?	**Coding and Algorithms**	**Programming using Scratch Jr**	**Using Pictograms, Graphs and Bar Charts**	**Modifying Text and Images**	**Staying Safe Online**
	In this unit pupils will learn how to identify a computer's different parts and talk about the role computers play in our society.	In this unit pupils will build on their knowledge of what an algorithm is and how we can program computers to use algorithms.	In this unit pupils will design and create an animation using Scratch Jr.	In this unit pupils will collect data as a tally and present it digitally, as a pictogram, graph or bar chart. Pupils will also compare the differences between creating a bar chart on paper vs digitally.	In this unit pupils will look at software they can use to present their work. They will expand on previous skills such as using a keyboard, formatting text and how to use images in their work.	In this unit pupils will understand some of the ways we can keep safe online and who to tell if we encounter any problems.

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Year 3	*Information Communication Technology*	*Coding and Programming*	*Computer Science*	*Information Technology*	*Computer Science*	*Design – Information Communication Technology*
	Composing Emails	**Introduction to Scratch**	**Prediction and Debugging**	**Alerting Media**	**Inside a Computer**	**Publishing Content Online**
	In this unit pupils will know what emails are, their different uses and how to create them.	In this unit pupils will program sprites using a range of blocks to add animation, sound and other effects.	In this unit pupils will predict and test the outcomes of written programs. Pupils will also test and debug written programs.	In this unit pupils will look at the skills behind taking a good photograph and how these photos can be edited in various ways.	In this unit pupils will identify the different parts of a computer. Pupils will also understand how computers have evolved over the last 100 years.	In this unit pupils will be introduced to graphic design, marketing, developing their publishing skills.
Year 4	*Computer Science*	*Computer Science*	*Computer Science*	*Information Communication Technology*	*Information Communication Technology*	*Information Communication Technology*
	Branching Databases	**Repetitions and Loops in Scratch**	**Designing a Game in Scratch Using Repeat Loops**	**Making a Special Effects Movie**	**Smarter Searching and Online Safety**	**Pixel Art**
	In this unit pupils will understand how to organise and classify objects using a branching database.	In this unit pupils will use repetition and loops within coding.	In this unit pupils will design a game in Scratch which uses repeat loops.	In this unit pupils will create a film and add special effects.	In this unit pupils will gain awareness of the best ways to use a search engine. Pupils will also continue to develop awareness of online dangers.	In this unit pupils will create a piece of pixel artwork using a grid format.
Year 5	*Information Communication Technology*	*Computer Science*	*Computer Science*	*Information Technology*	*Computer Science*	*Information Technology/ Digital Literacy*
	Create and Search a Database	**Using Variables**	**Coding with Micro: Bits**	**Stop Motion Animation**	**The Internet and the World Wide Web**	**3D Modelling**
	In this unit pupils will be able to create and search a database.	In this unit pupils will apply what they know about conditionals and understand how variables are used in computer programming and to identify different types of variables.	In this unit pupils will program a Micro: Bit to make a variety of practical and useable devices.	In this unit pupils will create a short animation.	In this unit pupils will understand how the Internet works, how the World Wide Web works and how one relies upon the other to function.	In this unit pupils will create a 3D model linked to their class topic.
Year 6	*Information Communication Technology*	*Computer Science*	*Computer Science*	*Information Technology*	*Information Communication Technology*	*Information Technology/ Digital Literacy*
	Creating Formula	**Python Introduction**	**Program a Game**	**Creating a Podcast**	**Creating a Website Using HTML**	**Social Media and Being Safe Online**
	In this unit pupils will understand how to organise, calculate and present data within a	In this unit pupils will compare block-based programming to written code. Pupils will also	In this unit pupils will create an interactive, playable game using conditionals, variables and operations.	In this unit pupils will produce a podcast based on a piece of writing from	In this unit pupils will design a multi-page informational website, considering the layout, user experience and	In this unit pupils will understand the purpose and different aspects of

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	spreadsheet so that calculations can be made for different purposes.	introduce Python as a text-based method of programming.		another curriculum area or aspect of school life.	key features, including home page, links and images.	social media and how to use it safely.