

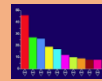
Whole School Overview- Computing 2026-27

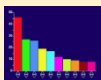
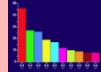
Computer Science

Information Technology

Digital Literacy



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Computer Science  Tinker with a range of 'cause and effect' toys in provision	Computer Science  Tinker with a range of 'cause and effect' toys in provision Digital Literacy- Use iPads to take photos of themselves	Computer Science  Tinker with a range of 'cause and effect' toys in provision Digital Literacy- Use Seesaw drawing tool on the iPads to make marks	Computer Science  Tinker with a range of 'cause and effect' toys in provision Digital Literacy- Use Seesaw drawing tool on the iPads to begin to write their name or draw pictures	Digital Literacy-Online Safety  Computer Science  Explore and investigate wind-up toys	Digital Literacy-Online Safety  Computer Science  Tinker with and explore remote control cars
Reception	Digital Literacy- Explore 2Paint on the computers and mark making	Computer Science  Tinker with Code a Pillars in provision Continue to tinker on Mini Mash on Purple Mash	Computer Science  Tinker with BeeBots in provision Continue to tinker on Mini Mash on Purple Mash Read 'Dot' as part of Safer Internet Day	Digital Literacy-Online Safety  Continue to tinker on Mini Mash on Purple Mash. Use 2Paint and Simple city Computer Science  Follow simple instructions given by an adult (algorithm)	Digital Literacy-Online Safety  Computer Science  Write simple instructions and use these to help program a toy. Digital Literacy- Access the computer suite. Learn the main parts of the computer. Basic controls (in small groups)	Digital Literacy- Access the computer suite. Learn the main parts of the computer. Develop ability to manipulate the mouse. Log in to Mini Mash using their individual username and picture pin
Y1	Digital Literacy Online Safety  Information Technology Introduction to Purple Mash		Computer Science  Creating and following instructions	Computer Science  Coding	Computer Science  Creative Computing	Digital Literacy  Data Explorers

Y2	Digital Literacy <u>Online Safety</u> Information Technology <u>Introduction to Purple Mash</u>	 Computer Science <u>Route Explorers</u> 	Computer Science <u>Coding</u> 	Digital Literacy <u>The Internet</u> 	Information Technology Digital Literacy <u>Presenting Ideas</u> 	Digital Literacy <u>Spreadsheets</u> 
Y3	Digital Literacy <u>Online Safety</u> 	Digital Literacy <u>Email</u> 	Digital Literacy <u>Spreadsheets</u> 	Computer Science <u>Coding</u> 	Computer Science <u>Route Planners</u> 	Information Technology <u>Branching Databases</u>  Digital Literacy <u>Touch Typing</u>
Y4	Digital Literacy <u>Online Safety</u> 	Digital Literacy <u>Effective searching</u> 	Computer Science <u>Animation</u> 	Information Technology Digital Literacy <u>Unpacking Hardware and Software</u> 	Computer Science <u>Logo</u> 	Computer Science <u>Coding</u> 
Y5	Digital Literacy <u>Online Safety</u> 		Digital Literacy <u>Spreadsheets</u> 	Computer Science <u>Coding</u> 	Computer Science <u>Game Creator</u> 	Digital Literacy <u>Word Processing</u> 
Y6	Digital Literacy <u>Online Safety</u> 		Digital Literacy <u>Blogging</u> 	Digital Literacy <u>Spreadsheets</u> 	Information Technology <u>Networks</u> 	Computer Science <u>Programming</u> Crumble project- goal line technology 



Online Safety



Programming



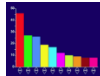
Animation



Communication



Networks



Data handling



Searching

These symbols show the main themes that thread throughout the Family of Learning Trust's computing curriculum. There are other underlying themes and threads, mainly involving the use of Office programs that can't be seen here. The skills progression document details the skills that children should be taught in each year group in relation to basic skills in Office.

These symbols can also be seen in the long term plan and on the skills progression document

Computer Science

Information Technology

Digital Literacy

Computer Science builds the foundations (algorithms, coding)

Information Technology (IT) applies these to solve business/user problems (networks, systems)

Digital Literacy is the broad ability to use digital tools, including basic tasks like word processing, safely and effectively for everyday tasks, becoming a fundamental skill like reading