SUBJECT OVERVIEW FOR COMPUTING

2025-2026 (NCCE Teach Computing curriculum)

	Autumn One	Autumn Two	Spring One	Spring One	Spring Two	Summer One	Summer Two
Reception							
Year One	Creating Media: Digital Painting	Programming A: Moving a Robot	Data and Information: Grouping Data	Safer Internet Day	Computing Systems and Networks: Technology Around Us	Creating Media: Digital Writing	Programming B: Programming Animations
Year Two	Creating Media: Digital Photography	Programming A: Robot Algorithms	Data and Information: Pictograms	Safer Internet Day	Computing Systems and Networks: IT Around Us	Creating Media: Digital Music	Programming B: Programming Quizzes
Year Three	Creating Media: Stop Frame Animation	Programming A: Sequencing Sounds	Data and Information: Branching Databases	Safer Internet Day	Computing Systems and Networks: Connecting Computers	Creating Media: Desktop Publishing	Programming B: Events and Actions in Programs
Year Four	Creating Media: Audio Production	Programming A: Repetition in Shapes	Data and Information: Data Logging	Safer Internet Day	Computing Systems and Networks: The Internet	Creating Media: Photo Editing	Programming B: Repetition in Games
Year Five	Creating Media: Video Production	Programming A: Selection in Physical Computing	Data and Information: Flat File Databases	Safer Internet Day	Computing Systems and Networks: Systems and Searching	Creating Media: Introduction to Vector Graphics	Programming B: Selection in Quizzes

Year Six	Creating Media: Web Page Creation	Programming A: Variables in Games	Data and Information: Introduction to Spreadsheets	Safer Internet Day	Computing Systems and Networks: Communication and Collaboration	Creating Media: 3D Modelling	Programming B: Sensing Movement

Online Safety is taught throughout the year through Project Evolve and the unit overviews for each unit show the links between the content of the lessons and the National Curriculum, as well as the Education for a Connected World framework. These references have been provided to show where aspects relating to Online Safety, or digital citizenship, are covered within the Teach Computing curriculum. Not all of the objectives in the Education for a Connected World framework are covered in the Teach Computing curriculum as some are better suited PSHE, SMSC and citizenship. However, the coverage required for the Computing National Curriculum is provided.

Spiral curriculum: The units for key stages 1 and 2 are based on a spiral curriculum. This means that each of the themes is revisited regularly (at least once in each year group), and pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme. This style of curriculum design reduces the amount of knowledge lost through forgetting, as topics are revisited yearly. It also ensures that connections are made even if different teachers are teaching the units within a theme in consecutive years.