William Fletcher Primary School

Computing Curriculum Map 2026-27

KS1

Year 1	**Online Safety** Exploring online safety, including how to stay safe online, manage emotions when something causes upset and understand responsibilities as a digital user. **Improving mouse skills (Computing systems and networks)** Developing mouse sills by learning how to log in and navigate around a computer while creating digital artwork. **Algorithms unplugged (Programming)** Investigating algorithms, decomposition and debugging through unplugged activities linked to familiar contexts such as dressing up and making a sandwich. **Digital Imagery (Creating Media)** Developing creativity and imagination through planning a miniature adventure story and capturing it using photography techniques. **Bee-bot (Programming)** Exploring programming by giving clear instructions to a virtual Bee-Bot and explaining how it works.
Year 2	**Online Safety** Investigating online safety, including what happens to information posted online, how to keep personal information private and how permission is given or denied in online spaces. **What is a computer? (Computing systems and networks)** Exploring what a computer is by identifying different inputs and outputs and understanding how computers process information. **Algorithms and debugging (Programming)** Developing an understanding of what algorithms are, how to program them and how they can be developed to be more efficient through a range of unplugged and plugged-in activities. **International Space Station (Data Handling)** Exploring how astronauts survive on the International Space Station, including how data is collected, used and displayed through sensor systems and monitoring equipment. **Scratch Junior (Programming)** Exploring how programming blocks work using the app 'ScratchJr' and following a cycle of predict, test and review.

LKS2	
Year 3	**Online Safety** Further exploring online safety, including the difference between beliefs, opinions and facts, privacy settings, protecting personal information and responding to upsetting online content. **Networks (Computing systems and networks)** Developing an understanding of computer networks by learning how devices communicate and share information. **Scratch (Programming)** Investigating programming through Scratch by creating animations and learning key coding concepts. **Video trailers (Creating media)** Developing digital video skills through creating trailers that use special effects, transitions and editing techniques. **Comparison cards databases (Data handling)** Exploring the concepts of sorting and filtering by learning about records, fields and data.
Year 4	**Online Safety** Developing online research skills by learning how to search for information and judge its probable accuracy. **Collaborative Learning (Computing systems and networks)** Developing collaborative working skills through using online software to create and share digital content. **Further coding with scratch (Programming)** Designing and programming a game using variables, sensors and 'if' statements to control outcomes and interactions. **Investigating weather (Data handling)** Investigating how weather data is gathered, recorded and used to create forecasts through researching and using spreadsheets to organise information. **Website design (Creating media)** Exploring the features of Google Sites and learning how websites are planned, created and organised for different audiences and purposes.

UKS2	
Year 5/6	**Online Safety** Investigating online communication, personal privacy and the impact technology can have on health and wellbeing. **Stop motion animation (Creating media)** Developing an understanding of animation by exploring stop-motion techniques and how moving images are created. **Programming music (Programming)** Applying programming skills to create a soundtrack for a particular genre. **Micro:bit (Programming)** Exploring how to program the BBC micro:bit by tinkering with software, creating animations and investigating coding structures. **Skills Showcase: Mars Rover** Investigating how computers represent and process digital images through pixels, binary code and image compression. **Search engines (Computing systems and networks)** Investigating how search engines work and developing effective searching skills to find relevant and accurate information online.