



St. Andrews CEP School Computing Overview 2026-27



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Technology Around Us Defining and understanding what technology is in school, home and beyond <i>Device, Digital Tech, electronic, hardware.</i>	Presenting Ideas Presenting Ideas, using concept mapping. <i>Group, Present, layer, connecting lines, node</i>	Coding with Scratch Jr. Use sequences, loops and events in Scratch Jr. <i>Sequence, loop, event, sprite, code</i>	Scratch Use timing and repetition <i>Sprite, stage, blocks, script, wait, event, test, debug</i>	Scratch (Jokes and Pong game) Design and code a simple game <i>Sprite, backdrop, variable, loop, score</i>	Micro-bit Coding Code basic games <i>Loop, conditional, variable, input, output</i>
Autumn 2	Creative Computing develop their mouse, keyboard and basic computing skills using creative tools. <i>Arrow keys, Digital art, Drag & drop</i>	Digital Art (famous Artists focus) Digital art creation <i>Canvas, brush, pencil, eraser, line tool, shape tool, palette, shade, pattern, undo</i>	Creating Presentations Make and present a simple slideshow <i>Slide, text, image, transition, present</i>	Photo Editing Manipulate and enhance images <i>Edit, crop, filter, adjust, layer</i>	Computing History Understand where it all started <i>Abacus, Algorithm, Mechanical computer, plus key people e.g. Charles Babbage</i>	3D Modelling Design 3D objects using modelling software <i>3D, model, shape, rotate, export</i>
Spring 1	Creating & Following Instructions Understanding basic algorithms <i>Algorithm, coding, computer bug, debug, instructions, program.</i>	Programming with Bee-Bot Create simple algorithms <i>Program, movement commands, sequence, algorithm, debug, directional language</i>	Email & Communication Send and receive emails safely <i>Email, send, inbox, attach, reply</i>	Blogging & Publishing Create and post to a class blog <i>Blog, post, comment, publish, media</i>	Spreadsheets & Data Analysis Use formulas and functions to analyse data <i>Formula, function, cell, sum, average</i>	Computer Networks To understand what a computer network is and identify examples of networks at home, school and in the wider world. <i>Server, Client, LAN, WAN, Internet, Router, Wi-Fi, Ethernet, Network Cable, Data</i>



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Spring 2	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety
Summer 1	Animated Stories <i>Create & present a digital story</i> <i>Page, text, image, background, copy & paste, digital book</i>	Music Making Explore sounds with 2sequence <i>Background music, BPM, Compose, Loop, SFX, tune, volume</i>	Getting to know Word Recognise the main tools and their keyboard shortcuts <i>Cut, copy, paste, open, save/save as, insert, undo, wrap text</i>	Getting to know Publisher Make and present a poster <i>Template, layout, text box, font, background, insert</i>	Podcast Creation Plan, record, and publish a podcast <i>Podcast, script, record, edit, publish</i>	Film Production (Stop motion) Storyboard, shoot and edit a film <i>Storyboard, frame, frame rate, onion skin, edit, capture, set, props</i>
Summer 2	Data Explorers Sort and categorise data using pictograms and charts <i>Tally, data, sort, table, pictogram, label, most/least/same, result</i>	Spreadsheets The basics of using a spreadsheet (2Calculate) <i>Cell, column, row, Axis, value</i>	Data & Graphs Collect and present data in spreadsheets <i>Cell, row, column, cell reference, data, formula</i>	Logo Understanding text-based coding <i>Logo, turtle, command, FD, NK, RT, LT. PU, Repeat</i>	AI Basics Understand what AI is and its uses <i>AI, machine learning, algorithm, bias, data</i>	AI & Ethics Explore ethical issues in AI use <i>AI, ethics, bias, automation, fairness</i>