Computing Overview

Cycle	Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A 2025 -2026	Year 1/2 Caterpillars		Improving mouse skills Algorithms unplugged		What is a computer? Word processing		Algorithms and debugging
Cycle B 2026-2027	Year 1/2 Caterpillars		Bee Bots Digital imagery		Introduction to data Introduction to block coding		Stop motion International space station
Cycle A 2025-26	Year 3/4		Emailing Programming: Scratch		Video trailers		Further coding with Scratch Computational thinking
Cycle B 2026-27	Year 3/4		Journey inside a computer Collaborative learning		Investigating weather		HTML

Cycle A 2025-26	Year 5/6		Bletchley Park and the history of computers		Spreadsheets		Inventing a product
Cycle B 2026-27	Year 5/6		Music Stop motion animation		Exploring AI Mars Rover		Search engines Introduction to python