



Woodlands Primary School Computing Overview Cycle A

2026/2027



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Digital Writing J2E	Coding - Moving a Robot	Pictographs	Digital Painting	Coding - Programming Algorithms
Year 2	Information Technology in the World Around Us	Digital Writing using Word	Coding - Robot Algorithms	Digital Writing – Combining Text and Images	Digital Photography Using iPads	Coding - Programming Quizzes
Year 3/4	The Internet, Networks and AI	Audio Editing – Making a Podcast	Coding - Repetition in Shapes	PowerPoints	Photo Editing	Coding – Creating Games
Year 5/6	Computer Systems, Networks and AI	Video Production	Coding – Crumble Kits	Vector Drawings	Databases	Coding – Creating Quizzes
Additional Activities			Online Safety Day		AI Day	Emoji Day

Unit Summaries Cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us Recognising technology in school and using it responsibly.	Digital Writing Using J2E Using a computer to create and format text, before comparing to writing non-digitally using J2E.	Coding -Moving A Robot Writing short algorithms and programs for floor robots and predicting program outcomes.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital Painting Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	Coding - Programming Algorithms Designing and programming the movement of a character on screen to tell stories.
Year 2	Information Technology Around Us Identifying IT and how its responsible use improves our world in school and beyond.	Digital Writing Using Word Using a computer to create and format text, before comparing to writing non-digitally using Word	Coding - Robot Algorithms Creating and debugging programs, using logical reasoning to make predictions.	Digital Writing Using a computer to improve typing skills and combining text with images.	Digital Photography Capturing and changing digital photographs for different purposes.	Coding - Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3/4	The Internet, Networks and AI Recognising the internet as a network of networks including the WWW and why we should evaluate online content. Understanding what AI is and how it is used in everyday life.	Audio Editing – Making a Podcast Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Coding - Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	PowerPoints Using PowerPoints to build a slide show combining text, images, animations and different transitions.	Photo Editing Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	Coding – Creating Games Using block-based programming language to create a game.
Year 5/6	Computer Systems, Networks and AI Identifying and exploring how information is shared between digital systems. Understanding what AI is and how it is used in everyday life.	Video Production Planning, capturing, and editing video to produce a short film.	Coding – Crumble Kits Exploring conditions and selection using a programmable microcontroller.	Vector Drawing Creating images in a drawing program by using layers and groups of objects.	Databases Using a database to order data and create charts to answer questions.	Coding – Creating Quizzes Using block-based programming language to create a quiz.

Computing Vocabulary Cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us base unit, computer, double-click, headphones, keyboard, laptop, mouse, monitor, open, phone, save, screen, technology, trackpad, typing.	Digital Writing Backspace, bold, capital letters, compare, font, format, italic, keyboard, keys, letters, letters, Microsoft Word, mouse, numbers, redo, select, space, text cursor, toolbar, toolbar, type, underline, undo, word processor.	Coding - Moving a Robot Algorithm, backwards, Bee-bots, clear, commands, directions, forwards, go, instructions, left, plan, program, right, robot, route, turn.	Pictograms Attribute, block diagram, compare, conclusion, count, data, explain, least common, least popular, least, less than, more common, more than, most popular, most, object, organise, sharing, tally chart.	Digital Painting Brush style, colour, computers, erase, fill tool, fill line tool, paint program, paintbrush, painting, pictures, shape tools, tool, undo.	Coding - Programming Animation Algorithm, appropriate, background, Bee-Bot, block, change, command, compare, delete, effect, instruction, joining, predict, program, programming area, programming blocks, programming, reset, run, Scratch Jn, sprite, start block, value.
Year 2	Information Technology Around Us barcode, card reader, choice, computer, devices, interactive, interactive, passwords, permission, purpose, QR code, rules, scanner, tablet.	Digital Writing Using Word Backspace, bold, capital letters, compare, font, format, italic, keyboard, keys, letters, letters, Microsoft Word, mouse, numbers, redo, select, space, text cursor, toolbar, toolbar, type, underline, undo, word processor.	Coding – Robot Algorithms Algorithm, backwards, clear, debugging, decomposition, fixing, forwards, go, Instruction, left, mat, order, prediction, program, programmers, right, route, sequence, turn, unambiguous.	Digital Writing Arrange, clipart, combine, corner handle, delete, drag, edit, image, layout, move, picture, resize, select,	Photography Background, camera, capture, compose, device, digital, editing, filter, flash, focus, format, framing, image, landscape, light sources, lighting, photograph, portrait, subject	Coding – programming Quizzes Actions, algorithm, blocks, build, change, command, compare, debug, design, evaluate, features, match, modify, outcome, predict, program, project, run, Sequence, sprite, start.

Year 3/4	The Internet, Networks and AI Algorithm, Artificial intelligence, fake, generated, information, internet, network, network security, network switch, real, router, Routing, search, search engine, website, web address, web browser, web page, wireless access point (WAP), World Wide Web (WWW).	Audio Editing Align, audio, edit, export, headphones, import, input device, layer, load, microphone, MP3, output device, playback, podcast, record, save, selection, sound, speaker, trim.	Repetition in Shapes Code snippet, commands, count-controlled loop, debug, decompose, design, logo, pattern, procedure, program, repeat, repetition, trace, turtle, value.	PowerPoints Animation, audience, edit, image, insert, layout, PowerPoint, presentation, resize, slide, text boxes, theme, title, transitions	Photo Editing Adjustments, alter, background, clone, combine, composite, copy, crop, cut, digital, edit, effects, font, foreground, hue, Image, made up, paste, retouch, rotate, saturation, save, select, sepia, undo, vignette, zoom.	Coding – Creating Games Algorithm, animate, block, code, costume, count-controlled loop, debug, design, duplicate, evaluate, event block, forever, infinite loop, loop, modify, programming, refine, repeat, repetition, Scratch, sprite, value.
Year 5/6	Computer Systems, Networks and AI Algorithm, anthropomorphism, Artificial Intelligence (AI), bias, data, machine, digital footprint, generative, hallucinations, human centred, identity, image generation, large language model, limitations, personification, prompt, reinforcement, reputation, restrictions, risks, rules, self-supervised, semi-supervised, supervised, system, tools, unsupervised.	Video Production Audio, camera, clip, close, delete, edit, evaluate, export, filming, high angle, import, lens, long shot, low angle, microphone, mid-range, moving subject, normal angle, pan, panning, reorder, reshoot, share, side by side, split, static camera, talking head, trim, video camera, video, zoom.	Coding – Crumble Kits Action, components, condition, connect, connection, controller, count-controller, crocodile clips, crumble, debug, infinite, input, LED, loop, microcontroller, motor, output, repetition, selection, sparkle, switch.	Vector Drawing Align, colour, copy, duplicate, group, layers, modify, move, object, order, paste, reflection, resize, reuse, rotate, select, toolbar, tools, ungroup, vector drawing, zoom.	Databases Axis, chart, compare, criteria, data, database, field, filter, graph, group, information, order, presentation, record, search, sort, value.	Coding - Creating Quizzes Algorithm, answers, condition, conditional statement, count-control loop, debug, design, false, implement, input, outcomes, program, questions, run, selection, task, test, true.