



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	Digital Literacy	Digital Painting	Coding - Programming Algorithms
Year 2	Information Technology in the World Around Us	Digital Writing using Word	Coding - Robot Algorithms	Digital Literacy	Digital Photography Using iPads	Coding - Programming Quizzes
Year 3/4	The Internet, Networks and AI	Audio Editing – Making a Podcast	Coding - Repetition in Shapes	Digital Literacy	PowerPoints	Coding – Creating Games
Year 5/6	Computer Systems, Networks and AI	Video Production	Coding – Crumble Kits	Digital Literacy	Vector Drawings	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.	Digital Literacy Explore how people communicate, comparing face-to-face and digital methods. Children use sounds, images, symbols and simple words to share messages, practise early phonics and learn how technology can send messages instantly or be responded to later in a more considered way.	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 Literacy Design and create classification cards for a pet game, choosing attributes and ratings to compare pets. They group and organise cards in different ways, explore types of data, compare values and learn that each detail is a data point that should be accurate.	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.	Digital Literacy Create characters to teach others about making safe choices online. They learn what personal information is and why it should be protected. Pupils explore safe and unsafe online actions and also develop an understanding of AI by creating guidelines for its safe use.	PowerPoints Using PowerPoint to create a presentation that combine text, images, transitions and animations together.	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.	Digital Literacy Pupils learn strategies to protect digital wellbeing by exploring how technology affects mental, physical and emotional health. Pupils also consider the effects of screen time and online media. The influence of AI systems is explored by considering how it can influence online experiences.	Vector Drawing Use Google to combine shapes to make a vector drawing.	Coding – Creating Quizzes Using block-based programming language to create a quiz.
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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.	Digital Literacy Audience, choice, communicate, device, digital, later, meaning, message, now, picture, presentation, suitable, symbol, voice.	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 Literacy Accurate, attribute, category, check, compare, data, data type, describe, error, fact, group, information, measure, number, rating, same, value, word,	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.	Digital Literacy Action, artificial intelligence (AI), basis, fair, guideline, human, instruction, mistake, online, personal information, private, reliable, responsible, risk, safe, trust, verify	PowerPoints Animation, audience, edit, image, insert, layout, PowerPoint, presentation, resize, slide, text boxes, theme, title, transitions	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.	Digital Literacy Algorithm, balance, boundary, digital wellbeing, edited, empathy, habit, impact, influenced, misunderstanding, personalised, respect, recommendation, routine, screen time, staged, strategy, wellbeing plan.	Vector Drawing Align, colour, copy, duplicate, group, layers, modify, move, object, order, paste, reflection, resize, reuse, rotate, select, toolbar, tools, ungroup, vector drawing, zoom.	Coding - Creating Quizzes Algorithm, answers, condition, conditional statement, count-control loop, debug, design, false, implement, input, outcomes, program, questions, run, selection, task, test, true.