Woodlands Primary School Computing Overview Cycle B 2025/26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Digital Writing J2E	Moving a Robot - Beebots	Pictographs	Digital Painting	Programming Algorithms - Beebots
Year 2	Information Technology in the World Around Us	Digital Writing using Word	Robot Algorithms on Scratchjnr	Digital Writing – Combining Text and Images	Digital Photography Using iPads	Programming Quizzes on Scratchjnr
Year 3/4	Connecting Computers	Stop-Frame Animation	Sequencing in Sounds	Digital Writing – Using PowerPoint	Photo Editing	Game Design in Scratch
Year 5/6	Cyber Security and AI	Micro:Bit	Using Variables – Creating Mazes in Scratch	Website Design	Spreadsheets	Desktop Publishing
Additional Activities	Coding week activities				AI Day	

Unit Summaries Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computer Systems and Networks	**Creative Media**	**Programming 1**	**Data and Info**	**Creating Media**	**Programming 2**
Year 1/2	**Technology Around Us (Y1)** Recognising technology in school and using it responsibly. **Information Technology Around Us (Y2)** Identifying IT and how its responsible use improves our world in school and beyond.	**Digital Writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Moving A Robot (Y1)** Writing short algorithms and programs for floor robots and predicting program outcomes. **Robot Algorithms (Y2)** Creating and debugging programs, using logical reasoning to make predictions.	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Digital Photography** Capturing and changing digital photographs for different purposes.	**Programming Quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3/4	**Connecting Computers** Identifying that digital device have inputs, processes, and outputs and how devices can be connected to make networks.	**Stop Frame Animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequencing Sounds** Creating sequences in a block-based programming language to make music.	**Data Logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specific purpose.	**Events and Actions in Programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 6	**Internet Communication** Recognising how the WWW can be used to communicate and be searched to find information.	**Webpage Creation** Designing and creating webpages, considering copyright, aesthetics, and navigation.	**Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz. **Variables in Games** Exploring variables when designing and coding a game.		**Introduction to Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**Sensing** Designing and coding a project that captures inputs from a physical device.

Computing Vocabulary Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computer Systems and Networks	**Creative Media**	**Programming 1**	**Data and Info**	**Creating Media**	**Programming 2**
Year 12	**Technology Around Us Online (Y1)** Base unit, click, computer, device, drag, desktop, double-click, file, full stop, iPad, input device, keyboard, laptop, mouse, monitor, responsibly, open, password, program, save, safely, screen, spacebar, text, technology, typing, trackpad. **Information Technology Around Us (Y2)** Barcode, computer, devices, games console, handles, information technology (IT), memory stick, password, projector, release, resize, safety, scan, scanner, social media, USB.	**Digital Writing** Backspace, bold, capital letters, compare, font, format, italic, keyboard, keys, letters, letters, Microsoft Word, mouse, new page, numbers, open, redo, save, select, space, text cursor, toolbar, toolbar, type, underline, undo, word processor.	**Moving a Robot (Y1)** Algorithm, backwards, Bee-bots, clear, commands, directions, forwards, go, instructions, left, plan, program, right, robot, route, turn. **Robot Algorithms (Y2)** Algorithm, backwards, clear, debugging, decomposition, fixing, forwards, go, Instruction, left, mat, order, prediction, program, programmers, right, route, sequence, turn, unambiguous.	**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 Photography** Background, camera, capture, compose, device, digital, editing, filter, flash, focal point, focus, foreground, format, framing, horizontal, image, landscape, light sources, lighting, photograph, pixel, portrait, subject, vertical.	**Programming Quizzes** Actions, algorithm, blocks, build, change, command, compare, debug, design, evaluate, features, match, modify, outcome, predict, program, project, run, Sequence, sprite, start.
Year 34	**Connecting Computers** Connection, digital device, digital, input, network cables, network sockets, network switch, network, non-digital, output, process, program, server, wireless access point (WAP).	**Stop Frame Animation** Animation, animation, character, consistency, delete, evaluation, events, flip book, frame, frame, import, media, onion skinning, sequence, setting, stop frame, transition.	**Sequence in Music** Algorithm, backdrop, blocks, bug, chord, code, code, commands, costume, debug, design, event, glide, go to, motion, note, order, point in direction, programming blocks, programming, run the code, Scratch, sequence, sprite, stage, task, turn.	**Data Logging** Analyse, collection, conclusion, data logger, data point, data set, data, export, import, input device, interval, layout, logged, logging, review, sensor, table.	**Desktop Publishing** Advantages, benefits, communicate, content, copy, desktop publishing, disadvantages, font style, font, images, landscape, layout, layout, orientation, paste, placeholder, portrait, purpose, template, template, Text.	**Events and Actions** Action, algorithm, **code,** debugging, design, errors, event, extension block, logic, motion, move, pen up, pen, resize, set up, sprite, test.

Year 6	**Communication** Address, chat, communication, data payload, data, address, digital footprint, domain Name Server (DNS), explore, header, internet, Internet Protocol (IP), one-to-many, one-to-one, one-way, packet, private, protocol, public, slide deck, two-way.	**Web Page Creation** Breadcrumb troll, browser, copyright, device, embed, evaluate, external, Google Sites, header, homepage, hyperlink, Hypertext Markup Language (HTML), layout, link, logo, media, navigate, preview, purpose, subpage, web page, website.	**Selection in Quizzes** Algorithm, answers, condition, conditional statement, count-control loop, debug, design, false, implement, input, outcomes, program, questions, run, selection, task, test, true. **Variables in Games** Algorithm, change, code, debug, design, evaluate, event, improve, name, output, program, project, set, share, test, value, variable.	**Spreadsheets** Ascending, calculation, calculate, cell reference, cells, chart, collecting, columns, data, descending, Excel, formula, graph, input, labels, operation, output, results, rows, sigma, spreadsheet, structure, table, total.	**Sensing** Accelerometer, algorithms, code, compass, condition, create, debug, design, direction, else, flashing, if, input, Makecode, Micro:bit, navigation, output, plan, process, random, selection, sensing, step counter, task, test, then, trace, USB, value, variable.