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 - Robot Algorithms
Year 2	Information Technology in the World Around Us	Digital Writing using Word	Coding - Programming Animations	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		Cheshire Police Assemblies Y1-6	Online Safety Day Cyber Sid (Rec)	Cyber Sid (Rec)	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 - Robot Algorithms** Creating and debugging programs, using logical reasoning to make predictions.
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 - Programming Animations** 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.

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 – Robot Algorithms using a** Bee-Bot, command, sprite, compare, programming, programming area.
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 - Programming Animations** 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	**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.