Cottam Primary School Computing Curriculum 2026-27

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Creating systems and networks: Technology around us	Creating media: Digital painting Collage (Art) The Great fire of London (History)	Programming A: Moving a robot Instructions (English)	Creating media: Digital Writing Recount (English)	Programming B: Programming animations	Data and information: Grouping data Toys (DT)
Year 2	Creating systems and networks: IT around us	Creating media: Digital Photography Living things (Sci)	Programming A: Robot algorithms	Data and information: Pictograms Place knowledge (Geog)	Programming B: Programming quizzes Plants (Science)	Creating media: Digital Music Copyright and ownership (OS)
Year 3	Computing systems and networks: connecting computers	Programming A: Sequencing sounds Volcanos and earthquakes (Geog)	Data and information: Branching databases	Creating media: Stop frame animation Stone Age/ Iron age (History)	Creating media: Desktop publishing	Programming B: Events and actions in programs
Year 4	Computing systems and networks: The internet	Creating media: Audio production The plague (History) Newspaper (Eng)	Programming A: Repetition in shapes	Data and information: Data logging Sounds and vibrations (Science)	Programming B: Repetition in games	Creating media: Photo editing Preston docks (History)
Year 5	Computing systems and networks: Systems and searching	Creating media: Video production Anglo Saxons (History)	Programming A: Selection in physical computing	Data and information: Flat file databases Living things (Science)	Creating media: Vector graphics Textiles (Art)	Programming B: Selection in quizzes Ancient Greece
Year 6	Computing systems and networks: communication and collaboration	Programming A: Variables in games	Creating media: Webpage creation Vikings (History)	Creating media: 3D modelling 3D printing (DT)	Data and information: introduction to spreadsheets	Programming B: Sensing movement

Cross Curricular