

Computing Long Overview 2025/2026

EYFS		
Term	Units	Key area
Autumn 1	Online Safety – follow MTP not Kapow Lesson 1: Exploring the Online World: Intro to the Internet. Lesson 2: Watching Videos Safely: YouTube Kids and Screen Time Lesson 3: Playing Games Safely: Roblox and Other Online Games Lesson 4: Telling and Helping: Who Keeps Me Safe Online?	Online safety
Autumn 2	Using a computer Lesson 1: logging in and out Lesson 2: Mouse control Lesson 3: Mouse control clicking Lesson 4: Mouse control clicking and dragging	Computing systems and Networks 1
Spring 1	All about instructions Lesson 1: Following instructions Lesson 2: Giving simple instructions Lesson 3: Dressing up instructions Lesson 4: Debugging instructions (washing Hands) Lesson 5: Predictions	Programming
Spring 2	Programming Bee-bots Lesson 1: Understanding arrows Lesson 2: Introducing the Beebot Lesson 3: Simple Beebot programming Lesson 4: Understanding Algorithms Lesson 5: Programming a Bee-Bot	Programming
Summer 1	Introduction to data Lesson 1: Loose parts play Lesson 2: Sorting ourselves Lesson 3: Yes or No? Lesson 4: Creating a branching database Lesson 5: Exploring pictograms	Data Handling
Summer 2	Exploring Hardware Lesson 1: Exploring hardware tinker tray Lesson 2: Real world tinker tray Lesson 3: Pictures of play Lesson 4: Picture walk Lesson 5: Class photo album	Computing systems and Networks 2

Year 1			
Term	Unit	Key area	Online safety (to be taught as first lesson of each unit)
Autumn 1	Improving mouse skills	Computing systems and networks	Lesson 1 : Using the internet safely
Autumn 2	Algorithms unplugged	Programming 1	Lesson 2: Online Emotions
Spring 1	Rocket to the moon	Skills showcase	Lesson 3: Always be kind and considerate
Spring 2	Bee-Bot	Programming 2	Lesson 4: Posting and sharing Online
Summer 1	Digital imagery	Creating media	Lesson 5: How much time should be spent on technology?
Summer 2	Introduction to data	Data handling	

Year 2			
Term	Unit	Key area/concept	Online safety (to be taught as first lesson of each unit)
Autumn	What is a computer?	Computing systems and networks	Lesson 1: What happens when I post online?
			Lesson 2: How do I keep things safe online?
Spring	Algorithms and debugging	Programming 1	Lesson 3: Who should I ask?
			Lesson 4: It's my choice
Summer	Scratch Jr	Programming 2	Lesson 5: Is it true?

Computing Day 1: International space station – Data handling

Computing Day 2: Stop motion – Creating media

Year 3			
Term	Unit	Key area/concept	Online safety (to be taught as first lesson of each unit)
Autumn	Networks	Computing system and networks 1	Lesson 1: Beliefs, opinions and facts on the internet
			Lesson 2: Who should I ask?
Spring	Scratch	Programming	Lesson 3: When being online makes me upset
			Lesson 4: Sharing of information
Summer	Emailing	Computing system and networks 2	Lesson 5: Rules of social media platforms

Computing Day 1: Comparison cards databases – Data handling

Computing Day 2: Video trailers – Creating media

Year 4			
Term	Unit	Key area/concept	Online safety (to be taught as first lesson of each unit)
Autumn	Collaborative learning	Computing systems and networks	Lesson 1: What happens when I search online?
			Lesson 2: How do companies encourage us to buy online?
Spring	Further coding with Scratch	Programming 1	Lesson 3: Fact, opinion or belief?
			Lesson 4: What is a bot?
Summer	Computational thinking	Programming 2	Lesson 5: What is my #TechTimetable like?

Computing Day 1: Investigating weather – Data handling

Computing Day 2: Website design – Creating media

Year 5			
Term	Unit	Key area/concept	Y5 Online safety (to be taught as first lesson of each unit)
Autumn	Search Engines	Computing system and networks	Lesson 1 : Online protection
			Lesson 2: Online communication
Spring	Programming Music: Scratch	Programming 1	Lesson 3: Online reputation
			Lesson 4: Online bullying
Summer	Microbits	Programming 2	Lesson 5: Online health

Computing Day 1: Mars Rover 1 – Data handling

Computing Day 2: Stop motion animation – Creating media

Year 6			
Term	Unit	Key area/concept	Y6 Online safety (to be taught as first lesson of each unit)
Autumn	Bletchley Park and the History of Computers	Computing system and networks 1	Lesson 1 : Life online
			Lesson 2: Sharing online
Spring	Exploring AI	Computing system and networks 2	Lesson 3: Creating a positive online reputation
			Lesson 4: Capturing evidence
Summer	Introduction to Python	Programming 1	Lesson 5: Password protections
			Lesson 6: Think before you click

Computing Day 1: Big data 1 – Data handling

Computing Day 2: Inventing a product – Skills showcase