

Computing Curriculum - Whole school LTP 2025-2026

Computer science				Information technology				Digital literacy			
Year 1 2 Night Individual (4 groups)	Cycle A Yr 2 online safety	Introduction to Purple Mash 1 3 weeks		Creative computing 1 4 weeks		Data explorers 1 6 weeks	Creating & following instructions 1 3 weeks	Animated stories 1 6 weeks	Coding 1 6 weeks	Technology around us 1 4 weeks	Making beats 1 4 weeks
	Cycle B Yr 1 online safety	Introduction to Purple Mash 2 2 weeks	Route Explorers 2 4 weeks		The Internet 2 4 weeks	Creating Pictures 2 5 weeks	Spreadsheets 2 6 weeks	Questioning 2 4 weeks	Coding 6 6 weeks	Presenting Ideas 2 4 weeks	Making Music 2 3 weeks
	Online safety	Delivered throughout the year using 2BeSafe - being safe in a digital world									
Year 3 4 Mixed (6)	Cycle A Yr 4 online safety	Email 3 6 weeks			Unpacking hardware & software 4 4 weeks		Route planners 3 5 weeks	Sound stories 4 4 weeks	Coding 3 6 weeks	Presentations 3 5 weeks	Coding 4 6 weeks
	Cycle B Yr 3 online safety	Animation 4 6 weeks		Logo 4 4 weeks	Branching databases 3 4 weeks		Effective searching 4 4 weeks	Spreadsheets 3 6 weeks	Composing beats 4 4 weeks	Touch typing 3 4 weeks	Introduction to AI 4 4 weeks
	Online safety	Delivered throughout the year using 2BeSafe - being safe in a digital world									
Year 5 6 Mixed (6)	Cycle A Yr 6 online safety	Quizzing 5 5 weeks		Game creator 5 5 weeks	Graphing 6 Week 4		Coding 5 6 weeks	3D modelling 6 4 weeks	Coding 6 6 weeks	Word processing 5 6 weeks	
	Cycle B Yr 5 online safety	Networks 6 4 weeks		Databases 5 4 weeks	Blogging 6 4 weeks		Micro:bit 5 & 6 4 weeks	Spreadsheets 5 6 weeks	Introduction to python 6 4 weeks	Spreadsheets 6 6 weeks	Data detectives 6 4 weeks
	Online safety	Delivered throughout the year using 2BeSafe - being safe in a digital world									