

EYFS

Exploring different hardware

Programming Bee Bots

All about instructions

Year 1

Creating media

The internet

Programming - what is a command?

Year 2

Systems and networks

In EYFS, computing is about preparing children to participate in a rapidly changing world by accessing a variety of technology.

Year 4

Data handling

Systems and networks

Programming - Scratch

Recording media

Year 3

What is a network?

Creating media - Scratch

Algorithms

In KS1 we teach computing through a range of units - online safety is taught continuously.

Year 5

Programming

Search engines

Data handling - the Mars Rover

Animation

Year 6

Bletchley Park

AI

Python commands

In KS2 we continue to teach computing to ensure key concepts are embedded. New concepts are then introduced.



Computing Curriculum Roadmap