Computing curriculum map 2026-27

Computer science Digital literacy Information technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Nursery and Reception	During their time in Nursery and Reception, children are introduced to technology through purposeful exploration and play. Although there is no formal Computing curriculum at this stage, children develop their understanding of technology by interacting with a range of digital devices, online activities, interactive games and programmable toys. Through these experiences, children begin to recognise simple cause and effect relationships, exploring how their actions can create different outcomes. Children develop early computational thinking skills through problem-solving activities, puzzles, pattern recognition, sorting, sequencing and logical thinking opportunities within continuous provision and adult-led activities. They also begin to develop early programming skills by following and giving simple instructions, creating and following sequences of events, and exploring how instructions can be used to achieve a desired outcome. Alongside this, children learn to use technology safely and appropriately, developing confidence and independence when using devices such as tablets and laptops.					
Year 1	Online safety	Logging on and opening programs	Creating media: digital writing	Data and information: grouping data	Programming: moving a robot **(beebots)**	Programming: programming animation **(scatch jnr)**
Year 2	Online safety	Creating media: digital photography	Data and information: pictograms	Programming: Robot algorithms **(beebots)**	Creating media: digital music	Programming: programming quizzes **(scatch jnr)**
Year 3	Online safety	Creating media: stop-frame animation	Internet research and multi-media presentations	Communication systems and networks: communication and email	Programming: code.org coding	Programming: events and actions in programs
Year 4	Online safety	Creating media: audio production	Data & information: branching databases	Programming: code.org – loops, nested loops and conditionals	Programming: repetition in games **(scatch)**	Communication & collaboration: the internet and web publishing
Year 5	Online safety	Programming: selection in quizzes **(scatch)**	Programming: micro:bit – intro to physical computing **(micro:bits)**	Internet research and search engines	Creating media: video production using iMovie	Data & information: flat-file databases
Year 6	Online safety	Programming: micro:bit – designing solutions	Programming: python coding	Data and information: spreadsheets	Creating media: 3D modelling	Collaborative multimedia project