| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
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Computing Curriculum Overview 24-25 (NCCE & Evolve)
Key concept: Systems and networks, programming, data and information, creating media

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
| EYFS | Technology is no longer mentioned within the EYFS. Opportunities for exposure and use of devices such as beebots, iPads and the smartboard may be explored throughout the year. | | | | | |
| Year 1 | | Technology Around Us (Lessons 1&2, 4&5) Computing Systems and Networks (Lessons 2&3, 4, 5&6) | | Digital Painting | | Programming – Moving a robot (Beebot) |
| | Y1 privacy and security | | Y1 managing online information | | Y1 health, wellbeing and lifestyle | |
| Year 2 | | Digital Photography | | Pictograms | | Programming – An introduction to quizzes |
| | Y2 online relationships | | Y2 online bullying | | Y2 online reputation | |
| Year 3/4 | The internet (Y4) | | Programming – events and actions (Y3) | | Creating media – photo editing (Y4) | |
| | | Y3 online relationships | | Y3 privacy and security | | Y3 managing online information |
| Year 4/5 | Sharing information (Y5) | | Data Logging (Y4) | | Programming – repetition in games (Y4) | |
| | | Y5 online relationships | | Y5 online reputation | | Y5 self-image and identity |
| Year 6 | Communication | | Data and information – introduction to spreadsheets | | Web page creation | |
| | | Online relationships | | Privacy and security | | Health, wellbeing and lifestyle |

** NCCE and Project Evolve units may be taught in either half term. Both units must be covered in each full term.