

Computing – Year Group Topics 24/25

Year Group	Autumn 1	Autumn 2	Spring	Summer
Reception	Digital Literacy/ E-Safety	Coding and Programming	Sound	Photo & Digital Art
Software	Project Evolve	Beebot	Voice memos	Camera/Seesaw/Draw and Tell
Year 1	Digital Literacy/ E-Safety	Programming: Animations	Video Creation: Retell a story	Photo & Digital Art: Emoji Avatars
Software	Project Evolve	Scratch Jnr	Keynote	PowerPoint or Keynote
Year 2	Digital Literacy/ E-Safety	Programming: Robot Helper	Photo & Digital Art: Robot Avatars	AR and VR: Storytelling
Software	Project Evolve	Scratch Jnr	Keynote	AR Makr
Year 3	Digital Literacy/ E-Safety	Programming: Animations	Sound: Podcasting	AR and VR: Designing a playground
Software	Project Evolve	Scratch 3.0	Pages and Keynote	Tinkercad
Year 4	Digital Literacy/ E-Safety	Programming: Microbit get off my stuff!	Video Creation: Dynamic Video	AR and VR: Invent a Toy
Software	Project Evolve	Microbit/Makecode	Adobe Express	Tinkercad
Year 5	Digital Literacy/ E-Safety	Programming: Quiz	Sound: 4 Chord Remix	AR and VR: Interactive Poster
Software	Project Evolve	Scratch 3.0	Garageband	Eyejack
Year 6	Digital Literacy/ E-Safety	Programming: Video game	Video Creation: Greenscreen Special Effects	AR and VR: Interactive AR Scene
Software	Project Evolve	Scratch 3.0	iMovie	Reality Composer

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Key Stage	National Curriculum Objectives	Year Group Coverage
KS1	• 1.1 understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • 1.2 create and debug simple programs • 1.3 use logical reasoning to predict the behaviour of simple programs • 1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content • 1.5 recognise common uses of information technology beyond school • 1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	1.1 - 1, 2 1.2 - 1, 2 1.3 - 1, 2 1.4 - 1, 2 1.5 – 1,2 1.6 – 1,2
KS2	• 1.1 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • 1.2 use sequence, selection, and repetition in programs; work with variables and various forms of input and output • 1.3 use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • 1.4 understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	1.1 - 3, 4, 5, 6 1.2 - 3, 4, 5, 6 1.3 - 4, 5, 6 1.4 – 5, 6,

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	• 1.5 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	1.5 - 3, 4, 5, 6,
	• 1.6 select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	1.6 – 3, 4, 5, 6,
	• 1.7 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	1.7 - 3, 4, 5, 6,