St Matthew's Catholic Primary School

Computing Overview 2025-26

DL= Digital Literacy   CS = Computer Science   IT= Information Technology

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	IT and DL		IT		CS	
	I Ama SuperSurfer Pupils will learn torecognize on and offline technologyand how to use it safely with the helpof trusted adults.		**Look What I Can Do** Pupils will learn that information can be used and created using technology.		**I Am a Computer Scientist** Pupils will learn cause and effect in computing. *(I press this button – this is the result)*	
Year 1	IT	DL	CS	CS	IT	IT
	Basic Computing Skills Pupils will learn how to log in and shut down a computer accurately and begin to understand the importance of a password.	**Usingtext-based programs to process and format text and Images** Pupils will learn how to use a word processing program to write and format text. They will add digital images and consider the	**Unplugged Algorithms** Pupils learn what an unplugged algorithm is and create and apply them to an on-screen program.	**Programming, coding & Robotics** Pupils explore how to control both physical and virtual robots with a sequence of commands.	**Data collection and representation using Pictograms** Pupils will explore how to transfer physical data from a tally chart into a digital pictogram. They will compare the difference with creating a physical pictogram.	**Presenting Information** Pupils will consider a variety of ways to present cross curricular information digitally, and compare the advantages and disadvantages

		audience for their work.				with paper-based content.
Year 2	IT	CS	CS	DL	IT	IT/DL
	What is a Computer? Pupils will learn how to identify a computer's different parts and talk about the role computers play in our society.	**Unplugged Algorithms** Pupils build on their knowledge of what an algorithm is and how we can program computers to use algorithms.	**Programming using Scratch Jr** Pupils will use the Scratch Jr app to write their own block code for several different projects. These can easily be made cross curricula.	**Storing and Presenting Data** Pupils to understand what data is, and how we store that data in different ways. Storing data on a computer allows us to quickly sort it and present it as information in graphs and charts.	**Modifying Text and Images** Pupils will look at software they can use to present their work. They will expand on previous skills such as using a keyboard, formatting text and how to use images in their work.	**Presenting Information** Pupils will explore and learn how to present information to an audience using technology
Year 3	IT	CS	CS	IT	CS	IT/DL
	Composing Emails Pupils will explore the different advanced features of Microsoft Word. They will also use	**Introduction to Scratch** Pupils will learn how to program sprites using a range of blocks to add animation,	**Prediction and Debugging** Pupils will learn how to use prediction when coding to test and debug written programs.	**AlteringMedia** Pupils tolook at the skillsbehind takingagood photograph and how thesephotos	**Inside acomputer** Pupils willidentify the different parts of a computer and explore how computers have	**Publishing Online Content** Pupils will be introduced to graphic design, marketing, and will develop their publishing skills.

	these skills to compose an email.	sound and other effects		can beedited in variousways.	evolved over the last 100 years.	
Year 4	**IT**	**CS**	**CS**	**IT**	**DL**	**IT**
	Branching Databases Pupils learn about the concept of a branching database and create their own using presentation software.	**Repetition and Forever Loops** Pupils learn to use repetition and loops when coding.	**Designing a Game** Pupilsuse their knowledge of Scratchto create a Formula One stylegame.	**Making a Special Effects movie** Pupils create their own videos and applyspecial effectsto them.	**SmarterSearching and OnlineSafety** Pupilstogain awarenessofthe best waystouse a searchengineand to continueto developawareness of onlinedangers.	**PixelArt** Pupilscreate a pieceofpixel artworkusing a gridformat.
Year 5	**IT**	**CS**	**CS**	**IT**	**CS**	**IT**
	Create & Search Database Pupils will use Excel to create and search a database.	**Using Variables** Pupils identify different types of variables. what conditionals are and understand how variables are used in computer programming.	**Coding Using Micro:Bits** Pupils to program Micro:Bit to make a variety of practical and usable devices.	**Stop Motion Animation** Pupils will learn about all aspects of stop frame animation. They will storyboard their own story before using a software package to create their own	**The Internet & The World Wide Web** In this unit the children will learn the difference between the WWW and the internet. They will also understand what is meant by IP address.	**3D Modelling** Children will learn to design models using online CAD software.

				stopframe animation.		
Year 6	**IT**	**CS**	**CS**	**IT**	**IT**	**IT and DL**
	Creating Formula in Excel Pupils will learn how to organise data and make calculations using the application Microsoft Excel.	**Edublocks- Introduction to Python** Pupils will learn how block-based programming compares to written code. Pupils will be introduced to Python as a text-based method of programming.	**Programming a Game** Using the application Scratch, pupils will create an interactive, playable game using conditionals, variables, and operators.	**Creating a Podcasting** Pupils willproduce a podcastbased on a piece ofwriting from another curriculumarea or aspect ofschool life.	**HTML** Pupils will learn how to design a multi-page informational website, considering the layout, user experience and key features including home page, links and images.	**Social Media & Being Safe Online** Pupils will learn about the purpose of social media and different aspects of social media and how to use it safely.