Computing Roadmap 2025-26

YEAR 6

6.3: We are publishers
Creating a Yearbook

6.5: We are advertisers
Making a short TV advert

6.4: We are connected
Social Media

6.6: We are AI developers
Learning about machine learning

6.2: We are computational thinkers
Algorithms

6.1: We are toy makers
Coding using micro:bit

5.6 We are VR designers
Learning about virtual reality

5.5: We are adventure gamers
Creating an interactive, multimedia adventure

5.4: We are web developers
Making sense of the Internet and building a website

5.3: We are architects
Creating a virtual space

5.2: We are cryptographers
Cracking codes

5.1: We are game developers
Developing an interactive game

YEAR 5

4.3: We are musicians
Creating a piece of music in GarageBand

4.4: We are bloggers
Sharing experiences and opinions

4.5: We are artists
Fusing geometry and art

4.6: We are meteorologists
Recording and presenting the weather

4.2: We are makers
Coding for micro:bit

4.1: We are software developers
Developing a simple educational game

YEAR 4

3.6: We are opinion pollsters
Collecting and analysing data

3.5: We are co-authors
Producing a Wiki

3.4: We are who we are
Creating a range of media about ourselves

3.3: We are presenters
Videoing a presentation against a green screen

3.2: We are bug fixers
Finding and correcting bugs

3.1: We are programmers
Programming an animation

YEAR 3

2.5: We are animators
Creating a stop-motion animation

2.6: We are zoologists
Collecting data about bugs

2.4: We are safe researchers
Researching a topic

2.3: We are photographers
Taking, selecting & editing digital images

2.2: We are games testers
Working out the rules for games

2.1: We are astronauts
Programming on screen in Scratch Jr

YEAR 2

1.5: We are Rhythmic
Creating sound patterns in ScratchJr & GarageBand

1.6: We are detectives
Using data to solve clues

1.3: We are digital artists
Creating work inspired by great artists

1.4: We are Publishers
Creating a multimedia eBook about our achievements

YEAR 1

1.2: We are TV chefs
Filming the steps of a recipe

1.1: We are treasure hunters
Solving problems using programming toys

Animals
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

Growing
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

Changes
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

People who help us
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

Celebrations and festivals
Children recognise that a range of technology is used in places such as homes & schools. They select & use technology for particular purposes

All about me
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

EYFS

Marion Richardson School