Marion Richardson Primary School Curriculum Overview 2026-27 Computing

	Autumn Term		Spring Term		Summer Term	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing in the Early Years Foundation Stage	In the Early Years Foundation Stage we develop as 'Computational Thinkers'. Computational Thinking' is a set of problem solving skills that we can use in everyday life. **Collaboration** Playing and working collaboratively **Creating** Making things, checking and fixing things **Tinkering** Playing and exploring **Persevering** Learning from mistakes and not giving up **Pattern** This includes comparing, grouping, spotting similarities and differences and working out rules **Logical reasoning** Anticipating, predicting and explaining **Abstraction** Working out what is important and ignoring what is not important e.g. naming, labelling, sticking to the main these, summarising **Algorithms** Instructions and sequencing **Decomposition** Breaking down problems into steps					
Nursery	Exploring how things work					
Reception	Using beebots and various electronic devices in classrooms to support computing skills					

	Autumn Term		Spring Term		Summer Term	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	1.1: We are treasure hunters (Solving problems using programming toys) 1.1 We are Year 1 rule writers	1.2: We are TV chefs (filming the steps of a recipe) 1.2 We are kind and thoughtful	1.3: We are digital artists (creating work inspired by great artists) 1.3 We are responsible internet users	1.4: We are Publishers (creating a multimedia eBook about our achievements) 1.4 We are information protectors	1.5: We are Rhythmic (Creating sound patterns in ScratchJr and GarageBand) 1.5 We are good digital citizens	1.6: We are detectives (Using data to solve clues) 1.6 We are responsible gamers
Year 2	2.1: We are astronauts (programming on screen in Scratch Jr) 2.1 We are Year 2 rule writers	2.2: We are games testers (Working out the rules for games) 2.2 We are not online bullies	2.3: We are photographers (taking, selecting & editing digital images) 2.3 We are safe searchers	2.4: We are safe researchers (researching a topic) 2.4 We are code masters	2.5: We are animators (creating a stop-motion animation) 2.5 We are online behaviour experts	2.6: We are zoologists (collecting data about bugs) 2.6 We are game raters

Year 3	**3.1: We are programmers (programming an animation)** 3.1 We are Year 3 rule writers	**3.2: We are bug fixers (Finding and correcting bugs)** 3.2 We are digital friends	**3.3: We are presenters (Videoing a presentation against a green screen)** 3.3 We are internet detectives	**3.4: We are who we are (Creating a range of media about ourselves)** 3.4 We are aware of our digital footprint	**3.5: We are co-authors (Producing a Wiki)** 3.5 We are netiquette experts	**3.6: We are opinion pollsters (Collecting and analysing data)** 3.6 We are avatar creators
Year 4	**4.1: We are software developers (developing a simple educational game)** 4.1 We are Year 4 rule writers	**4.2: We are makers (Coding for micro:bit)** 4.2 We are standing up to peer pressure	**4.3: We are musicians (Creating a piece of music in GarageBand)** 4.3 We are aware that our online content lasts forever	**4.4: We are bloggers (Sharing experiences and opinions)** 4.4 We are online risk managers	**4.5: We are artists (Fusing geometry and art)** 4.5 We are respectful of digital rights and responsibilities	**4.6: We are meteorologists (recording and presenting the weather)** 4.6 We are careful when talking to virtual friends
Year 5	**5.1: We are game developers (developing an interactive game)** 5.1 We are Year 5 rule writers	**5.2: We are cryptographers (cracking codes)** 5.2 We are responsible for our online actions	**5.3: We are architects (creating a virtual space)** 5.3 We are content evaluators	**5.4: We are web developers (Making sense of the Internet and building a website)** 5.4 We are protecting our online reputation	**5.5: We are adventure gamers (Creating an interactive, multimedia adventure)** 5.5 We are respectful of copyright	**5.6 We are VR designers (Learning about virtual reality)** 5.6 We are game changers
Year 6	**6.1: We are toy makers (Coding using micro:bit)** 6.1 We are Year 6 rule writers	**6.2: We are computational thinkers (Algorithms)** 6.2 We will not share inappropriate images TH Fake News Unit	**6.6: We are AI developers (Learning about machine learning)** 6.3 We are safe social networkers	**6.4: We are connected (Social Media)** 6.4 We are respectful of others	**6.5: We are advertisers (Making a short TV advert)** 6.5 We are online safety problem solvers	**6.3: We are publishers (Creating a Yearbook)** 6.6 We are safe gaming experts

Digital Literacy	Computer Science	Information Technology