St Andrew's Church of England Primary School

Computing 2026-2027

	Autumn Term	Spring Term	Summer Term
Year 1	NCCE – Creating Media Unit 1.2 Digital Painting *Learners will explore the world of digital art and its exciting range of creative tools. They will create their own paintings, while getting inspiration from a range of other artists.*	NCCE – Computing Systems and Networks Unit 1.1 Technology around us *Learners will develop their understanding of technology and how it can help them. They will become more familiar with the different components of a computer by developing their keyboard and mouse skills, and also start to consider how to use technology responsibly.*	NCCE - Programming A Unit 1.3 Moving a Robot *Learners will explore using individual commands, both with other learners and as part of a computer program. They will identify what each floor robot command does and use that knowledge to start predicting the outcome of programs. Learners are also introduced to the early stages of program design through the introduction of algorithms.*
Year 2	NCCE Computing Systems and Networks Unit 2.1 IT around us *How is information technology (IT) being used for good in our lives? With an initial focus on IT in the home, learners explore how IT benefits society in places such as shops, libraries, and hospitals. Whilst discussing the responsible use of technology, and how to make smart choices when using it.*	NCCE – Creating Media Unit 2.2 Digital Photography *Learners will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.*	NCCE – Programming A Unit 2.3 Robot Algorithms *This unit develops learners' understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. They will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.*

Year 3	NCCE – Computing Systems and Networks Unit 3.1 Connecting Computers *Learners will be challenged to develop their understanding of digital devices, with an initial focus on inputs, processes, and outputs. They will begin by comparing digital and non-digital devices, before being introduced to computer networks that include network infrastructure devices like routers and switches.*	Awaiting Confirmation – Hollie and Lisa	Awaiting Confirmation – Hollie and Lisa
Year 4	NCCE – Data and Information Unit 4.1 Computing Systems and Networks The Internet *Learners will apply their knowledge and understanding of networks, to appreciate the internet as a network of networks which need to be kept secure. They will learn that the World Wide Web is part of the internet, and will be given opportunities to explore the World Wide Web for themselves in order to learn about who owns content and what they can access, add, and create. Finally, they will evaluate online content to decide how honest, accurate, or reliable it is, and understand the consequences of false information.*	NCCE – Creating Media Unit 4.5 Photo Editing *Learners will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices.*	NCCE Programming B Unit 4.3 Repetition in Games *This unit explores the concept of repetition in programming using the Scratch environment. Learners look at the difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition. Their final project is to design and create a game which uses repetition, applying stages of programming design throughout.*
Year 5 Year 6	NCCE – Creating Media Unit 6.2 Webpage Creations *This unit introduces learners to the creation of websites for a chosen purpose. Learners identify what makes a good web page and use this information to design and evaluate their own website using Google Sites. Throughout the process learners pay specific attention to*	NCCE – Data and Information Unit 6.4 Introductions to Spreadsheets *This unit introduces the learners to spreadsheets. They will be supported in organising data into columns and rows to create their own data set. Learners will be taught the importance of formatting data to support calculations, while also being introduced to*	NCCE – Programming B Unit 6.6 Sensing Movement Micro:Bits *This unit is the final KS2 programming unit and brings together elements of all the four programming constructs: sequence from Year 3, repetition from Year 4, selection from Year 5, and variables (introduced in Year 6 – 'Programming*

	copyright and fair use of media, the aesthetics of the site, and navigation paths.	*formulas and will begin to understand how they can be used to produce calculated data. Learners will be taught how to apply formulas that include a range of cells, and apply formulas to multiple cells by duplicating them. Learners will use spreadsheets to plan an event and answer questions. Finally, learners will create charts, and evaluate their results in comparison to questions asked.*	*A'). It offers pupils the opportunity to use all of these constructs in a different, but still familiar environment, while also utilising a physical device — the micro:bit.*