Computing Curriculum Overview			
Year A 2025 - 2026			
Class	Autumn	Spring	Summer
Sycamore Class Year R	Pupils in EYFS use technology in the following ways: ● daily use of the interactive whiteboard during lessons and independent time for maths, English and art activities ● floor robots such as Bee Bots ● Chrome books used within music lessons ● technology within the role-play area such as play cameras, mobile phones and laptops ● an introduction to using Chrome books and digital cameras (summer term)		
Chestnut Class Year 1 & 2	**Y1 Introduction to Purple Mash** **Y1 Creative Computing** **Y2 Creating Pictures**	**Y2 Spreadsheets** **Y1 Animated Stories**	**Y1 Coding** **Y2 Coding**
Beech Class Year 3 & 4	**Introduction to Purple Mash** **Y3 Email** **Y4 Unpacking Hardware & Software** **Y3 Route Planners**	**Y3 Route Planners (continued)** **Y4 Effective Searching** **Y3/4 Coding**	**Y3 Presenting Ideas** (Microsoft, Apple & Google) **Y3 Spreadsheets**
	Additional Units - Y3 micro:bit and Y4 micro:bit		

<table>
<tr><td rowspan="2">Oak Class
Year 5 & 6</td><td>Introduction to Purple Mash

Y5 Quizzing

Y5 Game Creator

Y6 Graphing</td><td>Y6 Spreadsheets

Y5/6 Coding</td><td>Y5 Word Processing (Microsoft, Apple & Google)

Y6 3D Modelling</td></tr>
<tr><td colspan="3">Additional Units - Y5 Coding: External Devices, Y6 Binary, Y5 micro:bit and Y6 micro:bit</td></tr>
<tr><td colspan="4">Year B
2026 - 2027</td></tr>
<tr><td>Class</td><td>Autumn</td><td>Spring</td><td>Summer</td></tr>
<tr><td>Sycamore Class
YR</td><td colspan="3">Pupils in EYFS use technology in the following ways:
daily use of the interactive whiteboard during lessons and independent time for maths, English and art activities
floor robots such as Bee Bots
Chrome books used within music lessons
technology within the role-play area such as play cameras, mobile phones and laptops
an introduction to using Chrome books and digital cameras (summer term)</td></tr>
<tr><td>Chestnut Class
Year 1 & 2</td><td>Y1 Introduction to Purple Mash

Y2 Route Explorers

Y1 Data Explorers</td><td>Y2 The Internet

Y2 Questioning

Y1 Making Beats</td><td>Y1 Creating and Following Instructions

Y2 Presenting Ideas

Y1 Technology Around Us</td></tr>
<tr><td>Beech Class
Year 3 & 4</td><td>Introduction to Purple Mash

Y4 Animation

Y4 Logo

Y3 Branching Databases</td><td>Y4 Sound Stories

Y3/4 Coding</td><td>Y4 Composing Beats

Y3 Touch Typing

Y4 Introduction to AI</td></tr>
</table>

	Additional Units - Y3 micro:bit and Y4 micro:bit		
Oak Class Year 5 & 6	**Introduction to Purple Mash** **Y6 Networks** **Y5 Databases** **Y6 Blogging**	**Y5 Concept Maps** **Y5/6 Coding** **Y6 Introduction to Python**	**Y6 Introduction to Python (continued)** **Y5 Spreadsheets** **Y6 Data Detectives**
	Additional Units - Y5 Coding: External Devices, Y6 Binary, Y5 micro:bit and Y6 micro:bit		

NB. Online Safety to be delivered throughout the year using 2BeSafe - Being Safe in a Digital World