



Saint Michael Catholic Primary School - Computing Curriculum Overview 2025 – 2026



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Strands of Computing	Computer Science/Computational Thinking – Programming , Networks & Artificial Intelligence , Information Technology (Computers and Hardware) - Text/animation/music , Presentation & Data Handling , Digital Literacy - Online Safety – Taught throughout units					
Year 1	How do computers work?	Emoji Avatars (Photo & Digital Art)	Pictograms (Handling data using images)	Storyboards (Sequencing a story)	Robot Maze Game (Writing algorithms to complete a maze)	
Year 2	Venn Diagrams (Handling data using images)	Bee Bots	Interactive Images (Bringing images to life)	Photoshop (Editing an image)	Robot Helper (Designing and creating a robot to help around the house)	
Year 3	Network Explorer (Understanding how computers and networks work)	Digital Comics (Presentation and creation of online comics)	Story Graphs (Representing a character's journey using graphs)	Animations (Creating algorithms to explain the different types of teeth)	Tinkercad (Designing a playground)	Data, Data, Data (Undersanding the role of data when training AI)
Year 4	Understanding the Internet (Understanding how computers and networks work)	Online Questionnaire (Creating questionnaires and handling the data received)	Dynamic Videos	Digital Posters (Online safety posters)	Microbits (Get off my stuff! Coding a simple alarm)	Teachable Machines (Training AI to recognise images)
Year 5	Search Engines (Understanding how software's use search engines to filter results)	Using Excel (Creating spreadsheets to perform calculations)	Platform Game (Creating a levelled game in Scratch)	Web Page Design (Presentation and creation of a web page)	Tinkercad (Designing icicles with code)	My AI Invention (Creating an image recognition invention)
Year 6	HTML (Understanding how computer HTML work)	App Prototype (Creating an app prototype)	Interactive VR (Creating interactive 3D images)	Video Game (Coding a complete game in scratch)	Microbits (Coding using sensors)	Machine Learning for Kids (Artificial Intelligence)