

Lytham CE Primary School – Computing Curriculum 2025/26



Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

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| <p>EYFS</p> | <p>In EYFS, children develop early computational thinking through play, adult-led activities and continuous provision. In line with Development Matters, they explore how things work, notice and talk about everyday technology, encounter different kinds of digital information (pictures, videos, text and sound), and build simple cause-and-effect understanding when they press buttons or tap icons. They practise key skills for later computing – tinkering (exploring how things work), creating (making with tools or simple tech), collaborating (solving problems together), persevering (trying again), spotting patterns and using simple step-by-step instructions. These skills prepare them for KS1’s statutory expectations: understanding algorithms and logical reasoning, creating and editing digital content, and using technology purposefully and safely.</p> | | | | | |
| <p>Year 1</p> | <p>Computer Systems and Networks – Technology around us.</p> | <p>Creating Media – Digital Painting</p> | <p>Programming A – Moving a Robot</p> | <p>Data and Information – Grouping data</p> | <p>Creating Media – Digital Writing</p> | <p>Programming B – Programming Animations</p> |
| <p>Year 2</p> | <p>Computer Systems and Networks – Information Technology Around Us</p> | <p>Creating Media – Digital Photography</p> | <p>Programming A – Robot Algorithms</p> | <p>Data and Information – Pictograms</p> | <p>Creating Media – Digital Music</p> | <p>Programming B – Programming Quizzes</p> |
| <p>Year 3</p> | <p>Computer Systems and Networks – Connecting Computers</p> | <p>Creating Media – Stop-Frame Animation</p> | <p>Programming A – Sequencing Sounds</p> | <p>Data and Information – Branching Databases</p> | <p>Creating Media – Desktop Publishing</p> | <p>Programming B – Events and Actions in Programs</p> |
| <p>Year 4</p> | <p>Computer Systems and Networks – The Internet</p> | <p>Creating Media – Audio Production</p> | <p>Programming A – Repetition in Shapes</p> | <p>Creating Media – Photo Editing</p> | <p>Data and Information – Data Logging</p> | <p>Programming B – Repetition in Games</p> |
| <p>Year 5</p> | <p>Computer Systems and Networks – Systems and Searching</p> | <p>Creating Media – Video Production</p> | <p>Data and Information – Flat File Databases</p> | <p>Creating Media – Introduction to Vector Graphics</p> | <p>Programming A – Selection in Physical Computing</p> | <p>Programming B – Selection in Quizzes</p> |
| <p>Year 6</p> | <p>Computer Systems and Networks – Communication and Collaboration</p> | <p>Creating Media – Webpage Creation</p> | <p>Programming A – Variables in Games</p> | <p>Data and Information – Introduction to Spreadsheets</p> | <p>Creating Media – 3D Modelling</p> | <p>Programming B – Sensing Movement</p> |