



## Computing Curriculum Overview 2025-26

|    | Computer Systems<br>& Networks     | Programming                           |                          | Creating Media      |                                          | Data & Information   | Online Safety                                                 |
|----|------------------------------------|---------------------------------------|--------------------------|---------------------|------------------------------------------|----------------------|---------------------------------------------------------------|
| Y3 | Connecting<br>Computers*           | Sequencing<br>Sounds                  | Events and<br>Actions*   |                     | Desktop<br>publishing                    | Branching Databases* | <b>Online Safety</b><br>SMART Rules<br>Web Research           |
| Y4 | The Internet*                      | Repetition in<br>Shapes*              | Repetition in<br>Games   | Audio<br>Editing    | Photo<br>Editing                         | Data Logging         | <b>Online Safety</b><br>Security & Privacy<br>Password Safety |
| Y5 | Systems &<br>Searching*            | Selection in<br>Physical<br>Computing | Selection In<br>Quizzes* |                     | Introduction<br>to<br>Vector<br>Graphics | Flat-File Databases* | <b>Online Safety</b><br>Online Reputation<br>Using Apps       |
| Y6 | Communication &<br>Collaboration * | Variables in<br>Games*                | Sensing<br>Movement      | Webpage<br>Creation | 3D<br>Modelling                          | Spreadsheets*        | <b>Online Safety</b><br>Fake Profiles<br>Online Relationships |

\*Summative Assessment