The Kite Primary Federation Computing Overview

	Cycle 1 2025 / 2026					Cycle 2 2026 / 2027		
R	Year 1/2	Year 3/4	Year 5/6		R	Year 1/2	Year 3/4	Year 5/6
Programming 1 – All About Instructions Computing Systems and networks 1: Using a computer	Computing systems and networks 1 – What is a computer? Algorithms unplugged Online safety	Online Safety Intro: Touch typing and. Word processing	Computing systems and networts;Search englines	**Autumn**		Computing systems and networks – improving mouse skills Programming 1 - Algorithms and debugging Online safely	Computing Systems and Networks; Collaborative Learning Online Safety	Computing Systems and Networks – Bletchley Park Y6 (AT1) Creating Media History of Computers Y6 (AT2)
Programming 2 – Programming Beebots Computing Systems and networks 2: Exploring Hardware	Programming 2 - Bee-bots Skills showcase – Rocket to the moon	Further programming; ; Scratch	Data Handling - Mars Rover 1 Y5 (ST1) Stop Motion animation	**Spring**		Computer systems and networks 2 - Word processing Data handling – international space station	Creating Media; Website Design Scratch	Data Handling 1: Big Data Y6 (ST2 Exploring AI
Computing through continuous provision Data Handling: Introduction to Data	Creating media - Digital Imagery (google / office 365) Data handling – introduction to data	Data Handling; Comparison Cards Database	Programming Music Online Safety Y5 (SuT2)	**Summer**		Programming 2: ScratchJr Creating media: stop motion	Programming 2; Computational Thinking Data Handling; Investigating Weather	\introduction to Python and online safety