

Ruskington Chestnut Street Computing Curriculum Overview



Long Term Plan – 2025-2026

	Aut1	Aut2	Spr1	Spr2	Sum1	Sum2
F1	In EYFS1, children will learn about the culturally, socially, technologically and ecologically diverse world around them. Technology will play a huge part in their lives now and in the future. EYFS1 children will begin to learn about different types of technology and how it helps us and also how to stay safe when using it. All aspects of the curriculum are delivered ‘in the moment’ using opportunities during the children’s exploration and learning. Examples of everyday opportunities that extend the children’s knowledge and understanding of the uses of technology to help us in our lives -					
F2	Information technology Computer science Digital literacy	Information technology Digital literacy	Information technology	Information technology Computer science	Information technology	Information technology
Year 1	Technology around us	Digital Painting	Digital writing Y2	Basic digital skills – typing	Moving a robot	Introduction to animation
Year 2 Sycamore	Technology around us	Digital Painting	Digital writing Y2	Basic digital skills – typing	Moving a robot	Introduction to animation
Year (3/ 4) Willow	Computer systems and networks Y3	Creating media stop frame animation Y3	Sequence in music Y3	Basic digital skills – using PowerPoint	Events and actions Y3	Repetition in shapes Y3
Year (4/5) Elm	Sharing information Y5	Audio/ photo editing Y4	Vector drawing Y5	Data logging/ microbits Y4/5	Selection in physical computing Y5	Repetition in games/ quizzes Y4/5
Year 5/6 Hawthorn	Communication Y6	3D Modelling Y6	Web page creation Y6	Variables in games Y6	Sensing Y6	Mircobits Y6

Highlight green = digital literacy

Highlight blue = Information technology

Highlight yellow = computer science