Computing Scheme of Work 2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1 - EYFS	Computing through continuous provision	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data
Class 3 – Year 1	Computing systems: Using computers 1	Programming 1: Commands unplugged	Creating media: Digital designers 1	Programming 2: Bee-Bots	Creating media: Digital designers 2	Data handling: Introduction to data
Class 4 – Year 2	Computing systems: Using computers 2	Programming 1: Algorithms and debugging	Computing – Y2: The internet	Programming 2: MakeCode	Creating media: Digital designers 3	Online safety: Online privacy and safe use
Class 5 – Year 3	Programming: Scratch	Computing systems: Connecting devices	Programming: MakeCode: Loops	Creating media: Creating video trailers	Creating media: Creating a website	Data handling: Exploring branching databases
Class 6 – Year 3/4	Programming: Scratch	Computing systems: Connecting devices	Programming 1: Further coding with Scratch	Computing systems and networks: Connecting networks	Creating media: Creating video trailers	Online safety: Be kind online
Class 7 – Year 4/5	**Programming** Further coding with Scratch	**Programming: Scratch Music**	Computer Systems	Programming – Micro:Bit	Creating Media	Online Safety
Class 8 – Year 5/6	Programming 1: Music	Computing systems: Websites, search and storage	Programming 1: Scratch: Pixels and positions	Computing systems and networks: Understanding hardware, storage and security	Creating media: Creating animations	Data handling: Exploring spreadsheets
Class 9	Programming 1: Scratch: Pixels and positions	**Coming soon!** Computing systems: Understanding hardware networks and security	Programming: Exploring Python	Computing systems and networks: Machine learning	Creating media: Creating a multimedia project	Online safety: Life online