

Computing Curriculum 2025-2026					
Year Group	<u>Advent</u>		<u>Lent</u>		<u>Pentecost</u>
FS1			iCan Play iCan Move iCan Animate iCan Control iMake Videos	iMake Media iCan Turn iCan Model iCan Direct	iMake Pictograms iStay Safe iSearch Online iFind Patterns iCan Report iOrganise Data iCan Surf iDo Mail iGuess Beasts iCan Program iCatch Aliens
FS2	iMake Algorithms iCan Sequence iTell Stories iAm Logical	iMake PixelArt iMake Music iMake Art iCan Sort	iCan Play iCan Move iCan Animate iCan Control iMake Videos	iMake Media iCan Turn iCan Model iCan Direct	iMake Pictograms iStay Safe iSearch Online iFind Patterns iCan Report iOrganise Data iCan Surf iDo Mail iGuess Beasts iCan Program iCatch Aliens
1	Y1 iProgram Unit 1 Algorithms and programming		Y1 iDraw Digital Art		Y1 iWrite Creating digital text
2	Y2 iProgram Creating animations		Y2 iAnimate Introduction to animation		Y2 iBlog Writing and responding with blogging
3	Y3 iProgram Games and animation development		Y3 iSimulate Exploring computer simulations		Y3 iConnect Internet, searching and WWW
4	Y4 iProgram Unit 4 Scratch Programming		Y4 iAnimate Introduction to computer animations		Y4 iMail Working together with email
5	Y5 iProgram Unit 1 Designing and developing computer programs		Y5 iDraw Graphical Drawing		Y5 iWeb Creating web content
6	Y6 iProgram Unit 1 Designing and developing computer programs		Y6 iModel 3D Graphical Modelling		Y6 iNetwork Networks, data and HTML/CSS