



# Computing Long Term map 2025-2026



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>Reception</b>	<ul style="list-style-type: none"> <li>• Notice and correct an error in a repeating pattern</li> <li>• Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'</li> <li>• Explore how things work</li> <li>• Know and talk about the different factors that support their overall health and wellbeing – e.g. sensible amounts of 'screen time'</li> <li>• Continue, copy and create repeating patterns</li> <li>• Count objects, actions and sounds</li> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently</li> </ul>					
<b>Year 1</b>	Online Safety Algorithms unplugged	Bee-Bot	Digital Imagery	Art Software	Rocket to the moon	Intoduction to data Online Safety
<b>Year 2</b>	What is a computer?	Algorithms and debugging	Word processing	Programming: ScratchJr	Stop motion	Data Handling
<b>Year 3</b>	Online Safety	Computing Systems and Networks (CSN) 1	CSN 3: Journey inside a computer	CSN 2: Emailing	Programming: Scratch	Creating Media Video Trailers
<b>Year 4</b>	Computing systems and networks: Collaborative learning Online safety	Programming 1: Further coding with Scratch Online safety	Creating media: Website design Online safety	Skills showcase: HTML Online safety	Programming 2: Computational thinking Online safety	Data handling: Investigating weather Online safety
<b>Year 5</b>	Online safety: Year 5	Data handling: Mars Rover 1	Programming 2: Micro:bit	Creating media: Stop motion animation	Computer systems and networks: Search engines	Skills showcase: Mars Rover 2
<b>Year 6</b>	Online safety	Programming: Intro to Python	Data handling 1: Big Data 1	Data Handling: Big Data 2	Inventing a product - Microbit	Computing systems and networks: Bletchley Park