COMPUTING LTP
2025 2026

CAREERS

Jobs connected to Computing	Companies you could work for	Famous People
Software developer	Google	Mark Zuckerberg
Games developer	Apple	Anita Borg
Computer technician	Microsoft	Will. i. am
IT consultant	Nintendo	Bill Gates
	Virgin media	Andre Young

Computing progression through EYFS

Understanding the World: Computing Overview

Focus	Electronic Communication Understanding Technologies	Text and Multimedia	Research and E-Safety	Digital images and audio	Algorithms Handing information	Vocabulary- To be used daily.
Reception Skills	• Completes a simple program on electronic devices.	• Begin to list different IT in their home.	• Begin to give reasons why we need to stay safe online. • Can use the internet with adult supervision to find and retrieve information of interest to them.	• Can create content such as a video recording, stories, and/or draw a picture on screen.	• Develops digital literacy skills by being able to access, understand and interact with a range of technologies.	Internet, website, mouse, images, paint, technology, share, collect, set, sound, communicate, videos, photos, programme

Reception Knowledge	Autumn 1 Me and My Family	Autumn 2 Seasons and Celebrations	Spring 1 The Ocean	Spring 2 Transport	Summer 1 Growth and Change	Summer 2 Castles and Dragons
	Online Safety: Explain how to stay safe when using the internet Know that teachers' communicate with them and grown-ups via Tapesetry Programming: Turn on the Touch Table, open a programme and follow instructions	Programming: Follow teacher's instructions when using an online interactive programme such as paint or draw. Attempt to raw a place that is special to you. Creating Media: Use the Touch Table to create images using a range of colours and tools to edit and refine Online Safety: Know that my work belongs to me. Use the tools to label my work- name.	Creating Media: Write a variety of CVC words using a keyboard, comparing any letters that look different on a keyboard.	Creating Media: Use the iPad to take their own image of our natural environment – e.g. life cycles of a plants and caterpillars Understand how to find previously taken images	Online Safety: Use Google to find out more information about plants and use the images to support their own representations- with supervision of an adult Creating Media: Use iPad to take their own images of their natural environment – their outdoor area	Online Safety: Online community – how people in our community connect online Know who to speak to if someone upsets you Share images with people in our community – Tapestry and Twitter with adult supervision Creating Media: Send a group class email to a person in our local community and wait for a response.

E-Safety	Computer Skills	Programming	Word Processing skills	Data Collection

NB - These are our overarching themes that have been mapped to national curriculum subjects in KS1. The knowledge content is identified in the intent subject documents.

KS1 Computing Overview 2024 2025	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	**Online Safety**	**Programming 1** Moving a robot	**Computer systems and network** Using technology to create digital paintings and texts	**Computer systems and network** Using technology to create digital paintings and texts	**Programming 2** An introduction to animation	
Year 2	**Online safety**	**Computer systems and network** Using IT to create memories	**Programming 1** Robot Algorithms	**Computer systems and network** Using IT to create memories	**Programming 2** An introduction to quizzes	**Data** Grouping data

KS2 Computing Overview 2024 2025	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	**Online safety programme**	**Programming 1** Sequence in music	**Computer systems and network** Connecting computers	**Computer systems and network** Creating an animated story	**Programming 2** Events and actions	**Data** Branching data bases
Year 4	**Online safety programme**	**Programming 1** Repetition in shapes	**Computer systems and network** The internet	**Creating Media** Making an audio book	**Programming 2** Repetition in games	**Data** Data logging
Year 5	**Online safety programme**	**Programming 1** Selection in quizzes	**Computer systems and network** Searching	**Computer systems and network** Advertising a new logo	**Programming 2** Sensing	
Year 6	**Online safety programme**	**Programming 1** Variables in a game	**Computer network and systems** Website design 3D sustainable products	**Computer network and systems** Communication and collaboration	**Programming 2** Selection in physical computing	**Data** Introducing spread sheets