Wavendon Gate School Computing Curriculum 2026-27

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	**Technology around us** Recognising appropriate technology in school.	**Computer systems and networks** Using a computer	**Programming** All about instructions	**Computing systems and networks** Exploring hardware	**Programming** Programming Bee-bots	**Data handling** Introduction to data
Year 1	**Computing systems:** Using computers 1	**Programming:** Commands unplugged	**Creating media:** Digital designers	**Programming: Bee-Bots**	**Creating media:** Digital designers 2	**Data handling:** Introduction to data
Year 2	**Using computers 2**	**Programming:** Algorithms and debugging	**Computing systems and networks:** The internet	**Programming** MakeCode	**Creating Media** Digital designers 3	**Online safety:** Online privacy and safe use
Year 3	**Programming:** Scratch	**Connecting devices**	**Programming:** MakeCode: Loops	**Creating media:** Creating video trailers	**Creating Media** Creating a website	**Data Handling** Data handling: Branching databases
Year 4	**Programming:** Further coding with Scratch	**Computing systems:** Connecting networks	**Programming 2:** Computational thinking	**Computing systems and networks:** Storing, organising and sharing information	**Creating media:** Creating podcasts	**Data Handling** Exploring spreadsheets
Year 5	**Programming 1:** Music	**Computing systems:** Websites, search and storage	**Programming:** BBC Micro:bit	**Creating media:** Creating animations	**Creating media:** Creating podcasts	**Data handling:** Exploring spreadsheets
Year 6	**Programming 1:** Scratch: Pixels and positions	**Computing Systems and Networks**	**Programming** Exploring Python	**Computing systems and networks:** Machine learning	**Creating media:** Creating a multimedia project	**Online safety:** Life online