Glebe Primary School

NURTURE INSPIRE CHALLENGE

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

Layer Two: Computing Subject Overview 2026 - 27

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Early Computing skills- mini mash					
Year 1			Unit 1.1 Online Safety & Exploring Purple Mash	Unit 1.6 Animated Story Books	Unit 1.7 Coding	Unit 1.3 Pictograms
N.C			Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content Create and debug simple programs Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Year 2			Unit 2.4 Questioning Number of lessons – 5	Unit 2.1 Coding	Unit 2.3 Spreadsheets Number of lessons – 4	Unit 2.2 Online Safety Unit 2.5 Effective Searching

N.C			Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Recognise common uses of information technology beyond schoolUse technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies
Year 3	Unit 3.1 Coding Number of lessons	Unit 3.4 Touch Typing	Unit 3.5 Email (including email safety)	Unit 3.6 Branching Databases		
N.C	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		

			collaboration.Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			
Year 4	Unit 4.1 Coding		Unit 4.3 Spreadsheets		Unit 4.2 Online safety Unit 4.8 Hardware Investigators	Unit 4.9 Making Music
N.C	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information		Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
Year 5		Unit 5.1 Coding	Unit 5.4 Databases	Unit 5.6 3D Modelling Unit 5.2 Online safety	Unit 5.5 Game Creator	
N.C		Use sequence, selection and repetition in programs; work with variables and various forms of input and output	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs,	Select, use and combine a variety of software (including internet services) on a range of digital devices to design	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by	

		Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	decomposing them into smaller parts.	
Year 6	Unit 6.1 Coding		**Unit 6.4 Blogging** Unit 6.2 Online safety	Unit 6.7 Quizzing		Unit 6.3 Spreadsheets
N.C	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.		Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals,	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

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*most units include all strands of computing