

Bishops Cannings Primary School



A whole school guide to

Knowledge Progression in Computing 2025/26



Computing Curriculum Overview:

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. (Creating media)	Digital Safety Media Balance is important. Pause for People. Safety in my Online Neighbourhood. (Common Sense Media)	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes. (Programming A)	Grouping data Exploring object labels, then using them to sort and group objects by properties. (Data and information)	Digital writing Using a computer to create and format text, before comparing to writing non-digitally. (Creating media)
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond. (Computing systems and networks)	Digital photography Capturing and changing digital photographs for different purposes. (Creating media)	Digital Safety Pause and Think Online. How Technology Makes You Feel. Internet Traffic Light. (Common Sense Media)	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions. (Programming A)	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer. (Data and information)	Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. (Creating media)

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. (Computing systems and networks)	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story. (Creating media)	Digital Safety We, The Digital Citizens. Device-Free Moments. That's Private! Digital Trails. Who Is in Your Online Community? Putting a Stop to Online Meanness Let's Give Credit! (Common Sense Media)	Sequencing sounds Creating sequences in a block-based programming language to make music. (Programming A)	Branching databases Building and using branching databases to group objects using yes/no questions. (Data and information)	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose. (Creating media)
Year 4	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. (Computing systems and networks)	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered. (Creating media)	Digital Safety Your Rings of Responsibility. Password Power-Up. This Is Me. Our Digital Citizen Pledge. The Power of Words. Is Seeing Believing? (Common Sense Media)	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. (Programming A)	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game. (Programming B)	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. (Creating media)

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 5	Systems and searching Recognising IT systems around us and how they allow us to search the internet. (Computing systems and networks)	Video production Planning, capturing, and editing video to produce a short film. (Creating media)	Digital Safety My Media Choices. Private and Personal Information. Our Online Tracks. Keeping Games Fun and Friendly. Be A Super Digital Citizen. A Creator's Rights and Responsibilities. (Common Sense Media)	Selection in physical computing Exploring conditions and selection using a programmable microcontroller. (Programming A)	Flat-file databases Using a database to order data and create charts to answer questions. (Data and information)	Vector drawing Creating images in a drawing program by using layers and groups of objects. (Creating media)
Year 6	Communication and collaboration Identifying and exploring how data is transferred and information is shared online. (Computing systems and networks)	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. (Creating media)	Digital Safety Finding My Media Balance. You Won't Believe This! Beyond Gender Stereotypes. Digital Friendships. Is It Cyberbullying? Reading News Online. (Common Sense Media)	Variables in games Exploring variables when designing and coding a game. (Programming A)	3D modelling Planning, developing, and evaluating 3D computer models of physical objects. (Creating media)	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data. (Data and information)

Software for curriculum

Requirements for pupils — below

✓ Used for the unit — reflected in screenshots • Could be used as an alternative

	Desktop or laptop	Chrome book	Tablet	Software or hardware
1.1 Technology around us	✓	✓	•	paintz.app
1.2 Digital painting	✓	✓	•	Microsoft Paint or similar
1.3 Digital Safety				Common Sense Education Resources
1.4 Moving a robot				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
1.5 Grouping data	✓	✓		Google Slides or Microsoft PowerPoint
1.6 Digital writing	✓	✓	•	Google Docs or Microsoft Word
2.1 Information technology around us	✓	✓		Google Slides or Microsoft PowerPoint
2.2 Digital photography	✓		•	Digital camera
2.3 Digital Safety				Common Sense Education Resources
2.4 Robot algorithms				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
2.5 Pictograms	✓	✓	•	j2data Pictogram
2.6 Making music	✓	✓	•	Chrome Music Lab

Requirements for pupils — below

✓ Used for the unit — reflected in screenshots • Could be used as an alternative

	Desktop or laptop	Chrome book	Tablet	Software or hardware
3.1 Connecting computers	✓	•	•	Painting program (any)
3.2 Stop-frame animation	•	•	✓	iMotion (app for iOS)
3.3 Digital Safety				Common Sense Education Resources
3.4 Sequencing sounds	✓	✓	•	Scratch
3.5 Branching databases	✓	✓	•	j2data Branch and Pictogram
3.6 Desktop publishing	✓	•		Adobe Spark or Microsoft Publisher
4.1 The internet	✓	✓	✓	Various websites
4.2 Audio production	✓			Audacity
4.3 Digital safety				Common Sense Education Resources
4.4 Repetition in shapes	✓	•	•	FMSLogo
4.5 Repetition in games	✓	✓	•	Scratch
4.6 Photo editing	✓	•		Paint.NET (for Microsoft Windows)

Requirements for pupils — below

✓ Used for the unit — reflected in screenshots • Could be used as an alternative

	Desktop or laptop	Chrome book	Tablet	Software or hardware
5.1 Systems and Searching	✓	✓		Google Slides
5.2 Video production	✓	•	•	Microsoft Photos (for Microsoft Windows 10)
5.3 Digital Safety				Common Sense Education Resources Supported by Interland (Be Internet Legends) by Google
5.4 Selection in physical computing	✓	✓		Crumble controller + starter kit + motor
5.5 Flat-file databases	✓	✓	•	j2data Database
5.6 Vector drawing	✓	•		Google Drawings
6.1 Communication and collaboration	✓	✓		Google Slides
6.2 Webpage creation	✓	✓		Google Sites
6.3 Digital Safety				Common Sense Education Resources Supported by Interland (Be Internet Legends) by Google
6.4 Variables in games	✓	✓		Scratch
6.5 3D modelling	✓	✓	•	Tinkercad
6.6 Introduction to spreadsheets	✓	✓	•	Google Sheets or Microsoft Excel