Woodlands Primary School Computing Overview Cycle B 2025/26

Key Stage 1 and 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computer Systems and Networks	**Creative Media**	**Programming 1**	**Data and Info**	**Creative Media**	**Programming 2**
Year 1	Technology Around Us	Digital Writing J2E	Moving a Robot Beebots	Grouping Data	Digital Painting	Robot Algorithms Beebots
Year 2	Information Technology Around Us	Digital Writing Word	Programming Animations on ScratchJnr	Digital Writing on Word and Searching the Internet	Digital Photography Using iPads	Programming Quizzes on ScratchJnr
Year 3/4	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Introduction to Micro:bits and Data Logging	Desktop Publishing	Events and Actions in Programs - Creating Dances
Year 5/6	Cyber Security and Keeping Safe Online	Webpage Creation	Variables in Games - Mazes	Micro:Bits and Sensing	Introduction to Spreadsheets	Animation Stories in Scratch

Unit Summaries Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computer Systems and Networks	**Creative Media**	**Programming 1**	**Data and Info**	**Creating Media**	**Programming 2**
Year 1	**Technology Around Us** Recognising technology in school and using it responsibly.	**Digital Writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Moving A Robot** Writing short algorithms and programs for floor robots and predicting program outcomes.	**Grouping Data and Pictograms** Identifying and grouping images together. Collecting data and creating graphs to present findings	**Digital Painting** Using computers to create digital images whilst learning about the tools that can be used to create images.	**Robot Algorithms** Creating and debugging programs, using logical reasoning to make predictions.
Year 2	**Information Technology Around Us** Identifying IT and how its responsible use improves our world in school and beyond.	**Digital Writing** Using a Word processing program to inset and format text and further develop keyboard skills.	**Programming Animations** Designing and programming the movement of a character on screen to tell stories.	**Digital Writing and Searching the Internet** Combine text and pictures to create posters and using the internet safely to gather information	**Digital Photography** Capturing and changing digital photographs for different purposes using iPads	**Programming Quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3/4	**Connecting Computers** Identifying that digital device have inputs, processes, and outputs and how devices can be connected to make networks. Know how AI is used in everyday life and its advantages and disadvantages.	**Stop Frame Animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequencing Sounds** Creating sequences in a block-based programming language to make music.	**Introduction to Micor:Bits and Data Logging** Introduction of the Micro:Bits. Recognising how and why data is collected over time, before using Micro:Bits as data loggers to carry out investigations.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specific purpose.	**Events and Actions in Programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year5/ 6	**Cyber Security and Keeping Safe online.** Understand the importance of a positive digital footprint. Know how AI works in the modern day and its advantages and disadvantages. To learn how to keep safe when exploring the internet.	**Webpage Creation** Designing and creating webpages, considering copyright, aesthetics, and navigation.	**Variables in Games** Exploring variables when designing and coding a game.	**Micro:Bits and Sensing** Using the Micro:Bits to designing and coding a project that captures inputs from a physical device.	**Introduction to Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**Animation stories** Design algorithms to create a short story in Scratch.

Computing Vocabulary Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computer Systems and Networks	**Creative Media**	**Programming 1**	**Data and Info**	**Creating Media**	**Programming 2**
Year 1	**Technology Around Us** **Online (Y1)** Base unit, click, computer, device, drag, desktop, double-click, file, full stop, iPad, input device, keyboard, laptop, mouse, monitor, responsibly, open, password, program, save, safely, screen, spacebar, text, technology, typing, trackpad.	**Digital Writing** Backspace, cap lock, capital letter, click, colour, cursor, delete, double-click, enter, font, keyboard, keys, left-click, letters, mouse, numbers, right-click, size, space bar, text, toolbar, type, typing.	**Moving a Robot** Algorithm, backwards, Bee-bots, clear, commands, directions, forwards, go, instructions, left, plan, program, right, robot, route, turn.	**Pictograms** Attribute, block diagram, compare, conclusion, count, data, explain, group, least common, least popular, least, less than, more common, more than, most popular, most, object, organise, sharing, tally chart.	**Digital Painting** brush size, brush style, erase, fill tool, fill, line tool, paint program, paintbrush, shape tools, tool, undo.	**Robot Algorithms** Algorithm, backwards, clear, debugging, decomposition, fixing, forwards, go, Instruction, left, mat, order, prediction, program, programmers, right, route, sequence, turn.
Year 2	**Information Technology Around Us** Barcode, computer, devices, games console, handles, information technology (IT), memory stick, password, projector, release, resize, safety, scan, scanner, social media, USB.	**Digital Writing** Backspace, bold, cap lock, capital letter, click, colour, cursor, delete, double-click, enter, font, format, highlight, italic, keyboard, keys, left-click, letters, mouse, numbers, open, redo, right-click, save, select, size, space bar, text, toolbar, type, typing, underline, undo, Word, word processor.	**Programming Animation** Algorithm, appropriate, background, Bee-Bot, block, change, command, compare, delete, effect, instruction, joining, predict, program, programming area, programming blocks, programming, reset, run, Scratch Jn, sprite, start block, value.	**Digital Writing and Searching the Internet** Bold, colour, copy, fonts, Google, image, insert, internet, key words, italic, paste, picture, right-click, safe, searching, search box, size, toolbar, underline, website, Word.	**Digital Photography** Background, camera, capture, compose, device, digital, editing, filter, flash, focal point, focus, foreground, format, framing, horizontal, image, landscape, light sources, lighting, photograph, pixel, portrait, subject, vertical.	**Programming Quizzes** Actions, algorithm, blocks, build, change, command, compare, debug, design, evaluate, features, match, modify, outcome, predict, program, project, run, Sequence, sprite, start.

Year 34	**Connecting Computers** Connection, digital device, digital, input, network cables, network sockets, network switch, network, non-digital, output, process, program, server, wireless access point (WAP).	**Stop Frame Animation** Animation, character, consistency, delete, evaluation, events, flip book, frame, frame, import, media, onion skinning, sequence, setting, stop frame, transition.	**Sequence in Music** Algorithm, backdrop, blocks, bug, chord, code, code, commands, costume, debug, design, event, glide, go to, motion, note, order, point in direction, programming blocks, programming, run the code, Scratch, sequence, sprite, stage, task, turn.	**Data Logging** Analyse, collection, conclusion, controller, data logger, data point, data set, data, device, export, import, input device, interval, layout, logged, logging, Micro:Bit, microphones, output, review, sensor, table.	**Desktop Publishing** Advantages, benefits, communicate, content, copy, desktop publishing, disadvantages, font style, font, images, landscape, layout, layout, orientation, paste, placeholder, portrait, purpose, template, template, Text.	**Events and Actions** Action, algorithm, code, co-ordinates, debugging, design, errors, event, extension block, loop, logic, motion, move, resize, sprite, test.
Year 5/6	**Communication** Address, chat, communication, data payload, data, address, digital footprint, domain Name Server (DNS), explore, header, internet, Internet Protocol (IP), one-to-many, one-to-one, one-way, packet, private, protocol, public, slide deck, two-way.	**Web Page Creation** Breadcrumb troll, browser, copyright, device, embed, evaluate, external, Google Sites, header, homepage, hyperlink, Hypertext Markup Language (HTML), layout, link, logo, media, navigate, preview, purpose, subpage, web page, website.	**Variables in Games** Algorithm, change, code, debug, design, evaluate, event, improve, output, program, project, score, set, share, test, value, variable.	**Micro:Bits** Accelerometer, algorithm, code, create, download, input, LED Display, Makecode, Micro:bit, output, select, step counter, test, USB port, variable	**Spreadsheets** Ascending, calculation, calculate, cell reference, cells, chart, collecting, columns, data, descending, Excel, formula, graph, input, labels, operation, output, results, rows, sigma, spreadsheet, structure, table, total.	**Animations in Scratch** Algorithm, animations, backgrounds, blocks, broadcast, code, co-ordinates, debugging, deconstruct, loops, motion, programming, scratch, sequence.