



*In the Light of Jesus, we Love, Listen and Grow*



Computing Curriculum 2025 -2026

EYFS	In EYFS, Computing is taught through the continuous provision which covers the ELGs. It is covered primarily, not solely, through the ELG “Understanding the world – Technology”, “Communication and Language”, “Mathematics” and “Personal, Social and Emotional Development”.		
	<p><b>Understanding the World – Technology</b></p> <ul style="list-style-type: none"> <li>Recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</li> </ul>	<p><b>Communication and Language</b></p> <ul style="list-style-type: none"> <li>Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.</li> <li>Make comments about what they have heard and ask questions to clarify their understanding.</li> <li>Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.</li> </ul>	<p><b>Mathematics</b></p> <ul style="list-style-type: none"> <li>Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.</li> <li>Continue, copy and create repeating patterns.</li> <li>Compare length, weight and capacity.</li> </ul>
Year 1/2	<p><b>Computing systems and networks:</b> Technology around us (Year 1)</p> <p><a href="#">Computing systems and networks – Technology around us</a></p>	<p><b>Programming:</b> Programming animations (Year 1)</p> <p><a href="#">Programming B - Programming animations</a></p>	<p><b>Creating media:</b> Digital photography (Year 2)</p> <p><a href="#">Creating media – Digital photography</a></p>
Year 3/4	<p><b>Computing systems and networks:</b> Connecting computers (Year 3)</p> <p><a href="#">Computing systems and networks – Connecting computers</a></p>	<p><b>Programming:</b> Sequencing sounds (Year 3)</p> <p><a href="#">Programming A - Sequencing sounds</a></p>	<p><b>Data and information:</b> Data logging (Year 4)</p> <p><a href="#">Data and information – Data logging</a></p>
Year 4/5	<p><b>Computing systems and networks:</b> The Internet (Year 4)</p> <p><a href="#">Computing systems and networks – The Internet</a></p>	<p><b>Programming:</b> Repetition in games (Year 4)</p> <p><a href="#">Programming B – Repetition in games</a></p>	<p><b>Creating media:</b> Video production (Year 5)</p> <p><a href="#">Creating media - Video production</a></p>
Year 5/6	<p><b>Computing systems and networks:</b> Systems and searching (Year 5)</p> <p><a href="#">Computing systems and networks - systems and searching</a></p>	<p><b>Programming:</b> Variables in games (Year 6)</p> <p><a href="#">Programming A – Variables in games</a></p>	<p><b>Data and information:</b> Introduction to spreadsheets</p> <p><a href="#">Data and information - Introduction to Spreadsheets</a></p>