



Kingsway Primary School

Computing Curriculum Map 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Online Safety	Computing systems and networks – Technology around us	Creating Media- Digital Painting	Programming A – Moving a robot	Creating media – Digital writing	Programming B - Programming animations
Year 2	Online Safety	Computing systems and networks – IT around us	Programming A – Robot algorithms	Data and information – Pictograms	Creating media - Digital music and Digital photography	Programming B - programming quizzes
Year 3	Online Safety	Computing systems and networks – Connecting computers	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B- Module 1 code.org- dance party
Year 4	Online Safety	Computing systems and networks – The Internet	Creating media - Audio production	Programming A- Code Club Module 2	Information technology – Photo editing	Programming B – Custom Code Club Unit
Year 5	Online Safety	Computing systems and networks - systems and searching	Creating media - Video production	Information technology – Flat-file databases and spreadsheets	Programming A – Selection in physical computing (Crumbles)	Programming B- Selection in quizzes
Year 6	Online Safety	Creating media – 3D Modelling	Programming A – Variables in games	Programming B - Sensing movement	Creating Media- Web-page creation/ Communication and Collaboration	Crumbles STEM project and Microbits