



## COMPUTING CURRICULUM MAP 2026-2027

|                    | AUTUMN 1                                                                                                                      | AUTUMN 2                                  | SPRING 1                                                 | SPRING 2                                         | SUMMER 1                           | SUMMER 2                                 |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|----------------------------------------------------------|--------------------------------------------------|------------------------------------|------------------------------------------|
| <b>PRE-NURSERY</b> | Continuous, play-based provision — no discrete termly units. Limited, purposeful screen use embedded in continuous provision. |                                           |                                                          |                                                  |                                    |                                          |
| <b>NURSERY</b>     | Continuous, play-based provision — no discrete termly units. Mini Mash introduced informally within continuous provision.     |                                           |                                                          |                                                  |                                    |                                          |
| <b>RECEPTION</b>   | Mini Mash / Purple Mash used within continuous provision — no discrete termly units tracked separately from EYFS curriculum.  |                                           |                                                          |                                                  |                                    |                                          |
| <b>YEAR 1</b>      | Introduction to Purple Mash; Creating & Following Instructions                                                                | Creative Computing                        | Data Explorers                                           | Technology Around Us; Making Beats               | Animated Stories                   | Coding                                   |
| <b>YEAR 2</b>      | The Internet - Online Safety                                                                                                  | Coding                                    | Spreadsheets                                             | Route Explorers & Questioning                    | Creating Pictures                  | Making Music & Presenting Ideas          |
| <b>YEAR 3</b>      | Chromebook Skills; Development & Online Safety                                                                                | Computing Systems; Networks 2: Emailing   | Computing Systems; Networks 3: Journey inside a computer | Data handling: Exploring branching databases     | Programming: Scratch               | Creating media: Creating video trailers  |
| <b>YEAR 4</b>      | Online Safety                                                                                                                 | Collaborative Learning (Google Workspace) | Introduction to Canva                                    | Data logging: Investigating Weather              | Creating Media: Website Design     | Programming: Further coding with Scratch |
| <b>YEAR 5</b>      | Online Safety                                                                                                                 | Data handling: Mars Rover                 | Computing systems: Websites, search and storage          | Programming: making music with Scratch           | Creating media: Animations (Canva) | Creating media: Podcasts                 |
| <b>YEAR 6</b>      | Online Safety                                                                                                                 | Data handling: Big Data                   | Data handling: Big Data 2                                | Computing systems and networks: Machine learning | Programming: Scratch/ Microbit     | Creating media: Multimedia project       |