

Shillingstone CE Primary School -Computing Curriculum Overview 2025-26

EYFS While there is no longer a specific technology strand in ‘Understanding the World’ of the 2021 revised Early Learning Goals and Development Matters framework, the skills learned in computing will ensure progression across all other subjects.

‘Computing’ for the EYFS is centred around play-based, unplugged (no computer) activities that focus on building children’s listening skills, curiosity and creativity and problem solving.

Technology in the Early Years can mean:

- taking a photograph with a camera or tablet
- searching for information on the internet
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys
- using a Beebot
- watching a video clip
- listening to music

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Jungle Year 1 Computing Overview			
Teach Computing National Centre for Computing Education  Raspberry Pi			
Autumn 2025			
Teach Computing Unit (Year 1 Unit) Creating Media- Digital Planning	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS
1 How can we paint using Computers?	1.4,	Let's Exp...  Marvellou... 	1.6
2 Using Shapes and lines	1.4		
3 Making careful choices	1.4		
4 Why did I choose that?	1.4		
5 Painting all by myself	1.4		
6 Comparing computer art and painting	1.4		

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Jungle Year 1 Computing Overview			
  			
Spring 2026			
Teach Computing Unit (Year 1 Unit) Programming A- Moving a Robot	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS
1 Buttons	1.1, 1.2, 1.3, 1.5	Long Ago  Ready Ste... 	1.6
2 Directions	1.1, 1.2, 1.3, 1.5		
3 Forwards and backwards	1.1, 1.2, 1.3, 1.5		
4 Four directions	1.1, 1.2, 1.3, 1.5		
5 Getting there	1.1, 1.2, 1.3, 1.5		
6 Routes	1.1, 1.2, 1.3, 1.5		

Jungle Year 1 Computing Overview			
  			
Summer 2026			
Teach Computing Unit (Year 1 Unit)	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS

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Programming B- Programming animations			
1 Comparing tools	1.1, 1.2, 1.3	Animal Sa...  Creep, Cr...  Moving On 	1.6
2 Joining blocks	1.1, 1.2, 1.3		
3 Make a change	1.1, 1.2, 1.3		
4 Adding sprites	1.1, 1.2, 1.3		
5 Project design	1.1, 1.2, 1.3		
6 Following my design	1.1, 1.2, 1.3		

Shillingstone CE Primary School -Computing Curriculum Overview 2025-26

Woodland Year 2 & 3 Computing Overview

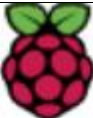
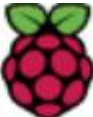


Autumn 2025

Teach Computing Unit (Year 2 Unit) Computing systems and networks- IT around us		Maestro- Curriculum 25-26 Computing Content	
	NC PoS		NC PoS
1 What is IT?	1.4, 1.5, 1.6		1.6
2 IT in School	1.4, 1.5, 1.6		
3 IT in the world	1.4, 1.5, 1.6		
4 The benefits of IT	1.4, 1.5, 1.6		
5 Using IT safely	1.4, 1.5, 1.6		
6 Using IT in different ways	1.4, 1.5, 1.6		

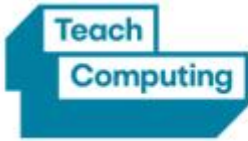
Woodland Year 2 & 3 Computing Overview

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Teach Computing National Centre for Computing Education  Raspberry Pi			
Spring 2026			
Teach Computing Unit (Year 2 Unit)	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS
Programming Quizzes			
1 ScratchJr Recap	1.1, 1.2, 1.3, 1.4		1.6
2 Outcomes	1.1, 1.2, 1.3, 1.4		
3 Using a design	1.1, 1.2, 1.3, 1.4		
4 Changing a design	1.1, 1.2, 1.3, 1.4		
5 Designing and creating a programme	1.1, 1.2, 1.3, 1.4		
6 Evaluating	1.1, 1.2, 1.3, 1.4		
Woodland Year 2 & 3 Computing Overview			
Teach Computing National Centre for Computing Education  Raspberry Pi			
Summer 2026			

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Teach Computing Unit (Year 3 Unit) Sequencing Sounds	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS
1 Introduction to Scratch	2.1, 2.2, 2.3, 2.6	Magnifice...  Portraits...  Animal Su... 	1.6
2 Programming sprites	2.1, 2.2, 2.3, 2.6		
3 Sequences	2.1, 2.2, 2.3, 2.6		
4 Ordering commands	2.1, 2.2, 2.3, 2.6		
5 Looking good	2.1, 2.2, 2.3, 2.6		
6 Making an instrument	2.1, 2.2, 2.3, 2.6		

Ocean Year 4 & 5 Computing Overview			
  			
Autumn 2025			
Teach Computing Unit (Year 5 Unit) Selection in Physical Computing	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS
1 Crumbles	2.1, 2.2, 2.3, 2.6		2.4, 2.5

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2 Combining output components	2.1, 2.2, 2.3, 2.6		
3 Controlling with conditions	2.1, 2.2, 2.3, 2.6		
4 Starting with selection	2.1, 2.2, 2.3, 2.6		
5 Drawing designs	2.1, 2.2, 2.3, 2.6		
6 Writing and testing algorithms	2.1, 2.2, 2.3, 2.6		

Ocean Year 4 & 5 Computing Overview 			
Spring 2026			
Teach Computing Unit (Year 4 Unit) Creating Media	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS
1 Changing digital images	2.6, 2.7		2.4, 2.5
2 Changing the composition of images	2.6, 2.7		
3 Changes images for different uses	2.6, 2.7		
4 Retouching images	2.6, 2.7		
5 Fake images	2.6, 2.7		
6 Making and evaluating a publication	2.6, 2.7		

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Ocean Year 4 & 5 Computing Overview



Summer 2026

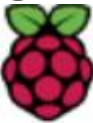
Teach Computing Unit (Year 4 Unit) Repetition in games	NC PoS	Maestro- Curriculum 25-26 Computing Content	NC PoS
1. Using loops to create shapes	2.1, 2.2, 2.3, 2.6,		2.4, 2.5
2. Different loops	2.1, 2.2, 2.3, 2.6,		
3. Animate your name	2.1, 2.2, 2.3, 2.6,		
4. Modifying a game	2.1, 2.2, 2.3, 2.6,		
5. Designing a game	2.1, 2.2, 2.3, 2.6,		
6. Creating our games	2.1, 2.2, 2.3, 2.6,		

Desert Year 6 Computing Overview



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Autumn 2025			
Teach Computing Unit (Year 6 Unit) Creating media - Web page creation	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 What makes a good website?	2.4, 2.5, 2.7		
2 How would you lay out your web page?	2.4, 2.5, 2.7		
3 Copyright or copyWRONG?	2.4, 2.5, 2.6, 2.7		
4 How does it look?	2.3, 2.4, 2.5, 2.6, 2.7		
5 Follow the breadcrumbs	2.3, 2.4, 2.5, 2.6, 2.7		
6 Think before you link!	2.4, 2.5, 2.6, 2.7		

Desert Year 6 Computing Overview Teach Computing National Centre for Computing Education  Raspberry Pi			
Spring 2026			
Teach Computing Unit (Year 6 Unit) Data and information – introduction to spreadsheets	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 Collecting data	2.1, 2.6, 2.7		2.1, 2.2, 2.3, 2.6
2 Formatting a spreadsheet	2.1, 2.6, 2.7		

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3 What's the formula?	2.1, 2.3, 2.6, 2.7		
4 Calculate and duplicate	2.1, 2.3, 2.6, 2.7		
5 Event planning	2.1, 2.2, 2.3, 2.6, 2.7		
6 Presenting data	2.1, 2.2, 2.3, 2.4, 2.6, 2.7		

Desert Year 6 Computing Overview 			
Summer 2027			
Teach Computing Unit (Year 6 Unit) Programming B - Sensing movement	NC PoS	Maestro- Curriculum 24-25 Computing Content	NC PoS
1 The micro:bit	2.1, 2.2, 2.6, 2.7		2.7
2 Go with the flow	2.1, 2.2, 2.3, 2.6, 2.7		
3 Sensing inputs	2.1, 2.2, 2.6, 2.7		
4 Finding your way	2.1, 2.2, 2.3, 2.6, 2.7		
5 Designing a step counter	2.1, 2.2, 2.23, 2.6, 2.7		
6 Making a step counter	2.1, 2.2, 2.3, 2.6, 2.7		

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Computing Systems and network units from Years 2-6 will be taught during the Safer Internet Day.