



Computing Overview

Autumn

Spring

Summer

EYFS

Computing in EYFS ensures that pupils enter Year 1 with a strong foundation, builds problem-solving abilities, encourages resilience and supports other areas of learning. By integrating computing into EYFS, pupils also begin to build their digital literacy and their understanding of e-safety.

Year 1

Online Safety

Digital Imagery and
Multimedia

Programming:
Algorithms
(unplugged)

Programming
with BeeBots

Data Handling

Computing
Systems and
Networks

Year 2

Online Safety
Computing Systems
and Networks

Programming -
Algorithms and
Debugging

Computing
Systems and
Networks 2: Word
Processing

Programming 2 -
Exploring Block
Coding

Creating Media

Data Handling:
International Space
Station

Year 3

Online Safety

Networks

Emailing

Programming:
Scratch

Video trailers

Data handling

Year 4

Online Safety

Data Handling-
Investigating Weather

Creating media:
Website design

Skills Showcase:
HTML

Programming 1:
Further coding with
Scratch

Programming 2:
Computational
thinking

Year 5

Online Safety

Computing systems and
network,, search
engines

Programming
Music, Scratch

Data handling-
Mars Rover 1

Code.org
An hour of code

Creating Media-
stop motion
animation

Year 6

Computing systems and
Networks: Bletchley
Park and the history of
computers

Online Safety

Programming:
Intro to Python

Using CAD
software to
Inventing a
product

Data Handling

Data Handling

Historically, 'Understand the world' is the chapter in the EYFS Framework that is most explicitly linked to computing. Now, it speaks of the importance in increasing children's personal experiences to "foster their understanding of our culturally, socially, technologically and ecologically diverse world. As well as building important knowledge, this extends their familiarity with words that support understanding across domains". (DfE, 2021)