Computing Curriculum Plan

Curriculum Intent

Our Computing curriculum aims to inspire pupils to become confident, creative and responsible users of technology.

Through a progressive and knowledge-rich curriculum, children develop computational thinking, problem-solving and digital literacy skills, enabling them to understand and shape the digital world around them.

We strive to ensure that all pupils leave primary school equipped with the knowledge, skills and confidence needed for success in an ever-changing technological society.

1. How do you ensure consistent delivery across all key stages?

- The Teach Computing Curriculum provides a clearly sequenced and progressive framework from EYFS to Year 6, ensuring consistency across all year groups.
- Units are carefully mapped to the National Curriculum and organised into strands that build progressively year-on-year with
- The Computing subject lead can monitor implementation through curriculum mapping, lesson resources and assessment outcomes, ensuring fidelity to the intended curriculum.

2. How does the curriculum cater for disadvantaged, SEND and other minority group students?

- The computing curriculum is ambitious for all pupils and designed to be accessible and inclusive for all pupils.
- Lessons follow a scaffolded approach, allowing all pupils to access the same ambitious curriculum and activities can be adapted to suit varying levels of need, while maintaining high expectations for all learners.
- Clear modelling and chunked instructions reduce cognitive load and Knowledge organisers & key vocabulary help all pupils to build and retain essential knowledge.

3. How does the curriculum embed prior knowledge and aid long term retention of knowledge?

The Teach Computing Curriculum is built around a carefully planned progression model that continually revisits and develops previous learning.

- Key concepts are revisited across year groups using a spiral curriculum approach.
- New learning explicitly builds on previously taught knowledge and skills.
- Retrieval opportunities are embedded within lessons to strengthen memory and reinforce key learning.
- Consistent vocabulary is introduced, revisited and applied in different contexts over time.
- Knowledge organisers support pupils in recalling and revisiting essential information.
- Programming units repeatedly return to important concepts such as sequencing, selection and repetition, enabling pupils to deepen their understanding over time.
- Assessment activities help teachers identify misconceptions and revisit learning when necessary.
- Pupils regularly apply prior knowledge in new contexts, strengthening understanding and supporting long-term retention.

United Curriculum: Computing

(Teach Computing)



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Computing systems and networks **Technology around us**	Computing systems and networks **IT around us**	Computing systems and networks **Connecting computers**	Computing systems and networks **The internet**	Computing systems and networks **Sharing information**	Computing systems and networks **Communication**
Autumn 2	Programming **Moving a robot** Geography – Here I am	Programming **Robot algorithms**	Programming **Sequence in music**	Creating media **Photo editing**	Creating Media **Vector drawing**	Programming **Variables in games**
Spring 1	Creating media **Digital painting**	Creating media **Making music** Science – Living things and their habitats	Data and information **Branching databases** Science – Living organisms	Data and information **Data logging** Science – States of matter	Programming **Selection in physical computing** DT – Mechanisms	Creating Media **3D modelling** Art – Sculpture
Spring 2	Data and information **Grouping data** Science – Everyday materials	Data and information **Pictograms** Science – Living things and their habitats	Creating media **Animation** Science – Plants Geography – Investigation mountains and volcanoes	Creating media **Audio editing** Science – Sound	Programming **Selection in quizzes**	Data and information **Spreadsheets**
Summer 1	Programming **Introduction to animation** DT – Moving pictures	Creating media **Digital photography** Art – Digital art	Programming **Events and actions**	Programming **Repetition in shames**	Creating media **Video editing**	Programming **Sensing** Science – Functions of the human body
Summer 2	Creating media **Digital writing**	Programming **Introduction to quizzes**	Creating media **Desktop publishing** Geography – Looking at Europe	Programming **Repetition in games**	Data and information **Flat file databases** Geography – Climate across the world	Creating media **Webpage creation**