Nelson Academy Computing Overview 2025-26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Teach Computing	**Digital Literacy**	**Creating Media**		**Data Representation**	**Programming**	
PROJECT EVOLVE BETA	**Managing online information** Children will learn strategies for effective searching, critical evaluation and ethical publishing.	**Online relationships** Children will learn how relationships and behaviours may lead to harm and how positive online interaction can empower and amplify voice.	**Online Bullying** Children will learn strategies for effective reporting and intervention and how bullying and other aggressive behaviour relates to legislation.	**Online Reputation** Children will learn strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles. **Self-image and identity** Children will learn how to shape online identities and how media impacts on gender and stereotypes.	**Privacy and Security** Children will learn behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.	**Copyright and Ownership** Children will learn the importance of protecting personal content and crediting the rights of others. Children will also address potential consequences of illegal access, download and distribution.
Reception	**Discovering Technology** Children will hunt for technology within the school and can discuss their names and uses.	**Musical Algorithms** Children will be introduced to 'mark marking music'. Children will be introduced to aspects of debugging and algorithms.		**Animal Sorting** Children will be introduced to data representation at its simplest form. Children will classify animals into their own groups and visually see the data in front of them.	**Making a sandwich for Paddington** Children will be introduced to early programming concepts using individual commands at only a 'human' level. A discussion around commands can be used to explain how computer inputs and output can work.	
Year 1	Computing (Digital Literacy / Information Technology) **Activity:** Pupils will log in to their devices, practise typing skills, by typing a piece of work, a book or free typing. Pupils will learn how to create, save, and open files and folders. Based on age and ability, pupils may also explore basic formatting features such as changing text size, style, or colour. Teachers should use professional judgement to determine the level of challenge for each pupil. **Linked National Curriculum Statements:** • Key Stage 1 + 2 *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	**Digital Painting** Children will develop their understanding of a range of tools used for digital painting.		**Data and information** Children will be introduced to data aspects including labelling, grouping, and searching. This unit of work focuses on assigning data (images) with different labels in order to demonstrate how computers are able to group and present data.	**Moving a Robot** Children will be introduced to early programming concepts using individual commands, both with other children and as part of a computer program. Children are also introduced to the early stages of program design through the introduction of algorithms.	

Year 2	Computing (Digital Literacy / Information Technology) **Activity:** Pupils will log in to their devices, practise typing skills, by typing a piece of work, a book or free typing. Pupils will learn how to create, save, and open files and folders. Based on age and ability, pupils may also explore basic formatting features such as changing text size, style, or colour. Teachers should use professional judgement to determine the level of challenge for each pupil. **Linked National Curriculum Statements:** • Key Stage 1 + 2 *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	Digital Photography Children will learn that devices can be used to capture photographs and will gain experience capturing, editing, and improving photos.	Making Music Children will use a computer to create music. Children can compare creating music digitally and non-digitally. and will look at the patterns of both.	Pictograms Children will begin to understand what the term data means and how data can be collected in the form of a tally chart. Children will learn the term 'attribute' and use this to help them organise data. Children will then progress onto presenting data in the form of pictograms and finally block diagrams.	Robot Algorithms Children develop their understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Children will use given commands in different orders to investigate how the order affects the outcome. Children will also learn about design in programming and they will develop artwork and test it for use in a program.
Year 3	Computing (Digital Literacy / Information Technology) **Activity:** Pupils will log in to their devices, practise typing skills, by typing a piece of work, a book or free typing. Pupils will learn how to create, save, and open files and folders. Based on age and ability, pupils may also explore basic formatting features such as changing text size, style, or colour. Teachers should use professional judgement to determine the level of challenge for each pupil. **Linked National Curriculum Statements:** • Key Stage 1 + 2 *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	Animation Children capture and edit digital still images to produce a stop-frame animation that tells a story.	Desktop Publishing Children create a document by modifying text, images, and page layouts for a specified purpose ex. Create a poster.	Branching databases Children build and use branching databases to group objects using yes/no questions.	A sequence in music Children create sequences in a block-based programming language to make music.
Year 4	Computing (Digital Literacy / Information Technology) **Activity:** Pupils will log in to their devices, practise typing skills, by typing a piece of work, a book or free typing. Pupils will learn how to create, save, and open files and folders. Based on age and ability, pupils may also explore basic formatting features such as changing text size, style, or colour.	Audio Editing Children capture and edit audio to produce a podcast, ensuring that copyright is considered.	Photo Editing Children manipulate digital images, and reflect on the impact of changes and whether the	Data Logging Children recognise how and why data is collected over time, before using data loggers to carry out an investigation.	Repetition in shapes Children use block-based programming language to explore count-controlled and infinite loops when creating a game.

	Teachers should use professional judgement to determine the level of challenge for each pupil. **Linked National Curriculum Statements:** • **Key Stage 1 + 2** *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*		required purpose is fulfilled.		
Year 5	Computing (Digital Literacy / Information Technology) **Activity:** Pupils will log in to their devices, practise typing skills, by typing a piece of work, a book or free typing. Pupils will learn how to create, save, and open files and folders. Based on age and ability, pupils may also explore basic formatting features such as changing text size, style, or colour. Teachers should use professional judgement to determine the level of challenge for each pupil. **Linked National Curriculum Statements:** • **Key Stage 1 + 2** *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	Vector Drawing Children create images in a drawing program by using layers and groups of objects.	Video editing Children plan, capture, and edit video to produce a short film.	Flat file databases Children use a database to order data and create charts to answer questions.	Selection in Physical Computing Children explore conditions and select using a programmable microcontroller.
Year 6	Computing (Digital Literacy / Information Technology) **Activity:** Pupils will log in to their devices, practise typing skills, by typing a piece of work, a book or free typing. Pupils will learn how to create, save, and open files and folders. Based on age and ability, pupils may also explore basic formatting features such as changing text size, style, or colour. Teachers should use professional judgement to determine the level of challenge for each pupil. **Linked National Curriculum Statements:** • **Key Stage 1 + 2**	3D Modelling Children plan develop, and evaluating 3D computer models of physical objects.	Web Page Creation Children can design and create webpages and consider copyright, aesthetics, and navigation.	Spreadsheets Children can answer questions by using spreadsheets to organise and calculate data.	Variables in games Sensing Microbits Exploring variables when designing and coding a game. Designing and coding a project that captures inputs from a physical device.

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