



EYFS Computing Curriculum Coverage and Progression 2026-2027

Computing may not be part of the EYFS framework; however, it is during this stage that children build foundations for computational thinking - a golden thread which runs throughout Years 1-6 covering the National Curriculum. We live in a digital world full of technology that is integrated into the lives of young children. Therefore, children having access to computing lessons from an early age ensures they develop listening skills, problem solving abilities and thoughtful questioning - as well as improving subject skills across the seven areas of learning. Therefore, computing is included to prepare the children for their computing lessons in Year 1. This progression of skills combines a personalised approach from experience with the children in our setting and some adapted statements from the Birth to 5 documents where technology is still included.

EYFS	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	2BeSafe Health, Wellbeing and Lifestyle	Bonfire Night and Fireworks Diwali Space Cultural Week Christmas 2BeSafe Online Bullying	Superheroes Science Week Animals Chinese New Year GB E-Safety Week 2BeSafe Managing Online Information	Room on the broom The Gruffalo Great Berry Reading Week Easter 2BeSafe Self-Image and Identity	Jack and the Beanstalk The Gingerbread Man The Three Little Pigs Dinosaurs 2BeSafe Online Relationships	Minibeasts Pirates and Mermaids Summer Year One 2BeSafe Online Reputation
Reception (4-5 year olds) Digital Literacy						
Develops digital literacy skills by being able to access, understand and interact with a range of technologies.						
I can give simple examples of rules when staying safe online.						
I can give examples of devices in my home that might be connected to the internet.						
I can give examples of when I should ask for permission to do something online and explain why this is important.						
I can recognize some ways in which technology might be used to communicate with people I know.						



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Reception (4-5 year olds) Computer Science						
Completes a simple program on electronic devices such as bee bot or a coding app.						
Show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. Knows that information can be retrieved from digital devices and the internet.						
Shows an interest in technological toys with knobs, pulleys, real objects such as cameras and touchscreen devices such as mobile phones and tablets.						



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	2BeSafe Health, Wellbeing and Lifestyle	Data Explorers Bonfire Night and Fireworks Diwali Space Cultural Week Christmas 2BeSafe Online Bullying	Superheroes Science Week Animals Chinese New Year GB E-Safety Week 2BeSafe Managing Online Information	Room on the broom The Gruffalo Great Berry Reading Week Easter 2BeSafe Self-Image and Identity	Jack and the Beanstalk The Gingerbread Man The Three Little Pigs Dinosaurs 2BeSafe Online Relationships	Minibeasts Pirates and Mermaids Summer Year One 2BeSafe Online Reputation
Reception (4-5 year olds)						
Information Technology						
Uses IT hardware to interact with age-appropriate apps.						
Can use the internet with adult supervision to find and retrieve information of interest to them.						
Input commands using a mouse to control a cursor and use the left click to select options OR use finger control to interact with a tablet (double tap, swipe)						
Input commands using the space bar, backspace, enter, letters and numbers on a keyboard on any device (including on a tablet).						
Manage a device by correctly closing websites or apps and safely turning on and off.						
Knows how to operate simple equipment eg- turn on the interactive board, use a remote control.						



KS1 Computing Curriculum Coverage and Progression 2026-2027

Year 1	Autumn 1 Introduction to Purple Mash Creative Computing 2BeSafe Health, Wellbeing and Lifestyle	Autumn 2 Data Explorers 2BeSafe Online Bullying	Spring 1 Creating and following instructions 2BeSafe Managing Online Information	Spring 2 Technology around us 2BeSafe Self-Image and Identity	Summer 1 Coding 2BeSafe Self-Image and identity	Summer 2 Making Beats 2BeSafe Online Reputation
National Curriculum Objectives / Unit						
Use technology purposefully to create, organise, store, manipulate and digital content.						
Recognise common uses of information technology beyond school.						
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.						
Create and debug simple programs.						
Use logical reasoning to predict the behaviour of simple programs.						
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.						

Year 2	Autumn 1 Introduction to PurpleMash Route Explorers	Autumn 2 Spreadsheets 2BeSafe Online Reputation	Spring 1 The Internet 2BeSafe Self-Image and Identity	Spring 2 Questioning 2BeSafe Online Reputation	Summer 1 Coding 2BeSafe Online Reputation	Summer 2 Presenting Ideas 2BeSafe Copyright and Ownership
National Curriculum Objectives / Unit						
Use technology purposefully to create, organise, store, manipulate and digital content.						
Recognise common uses of information technology beyond school.						
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.						
Create and debug simple programs.						
Use logical reasoning to predict the behaviour of simple programs.						
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.						



LKS2 Computing Curriculum Coverage and Progression 2026-2027

Year 3	Autumn 1 Branching Databases 2BeSafe Self-Image and Identity 2BeSafe Online Bullying	Autumn 2 Route Planners 2BeSafe Health, Wellbeing and Lifestyle	Spring 1 Spreadsheets 2BeSafe Online Reputation	Spring 2 Presentations 2BeSafe Online Reputation	Summer 1 Coding 2BeSafe Copyright and Ownership	Summer 2 Email 2BeSafe Online Bullying
National Curriculum Objectives / Unit						
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.						
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.						
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.						
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.						
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.						

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals,						
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including collecting, analysing, evaluating and presenting data and information.						
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Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.						
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Year 4	Autumn 1 Effective Searching 2BeSafe Privacy and Security	Autumn 2 Composing Beats 2BeSafe Health, Wellbeing and Lifestyle	Spring 1 Introduction to AI 2BeSafe Online Reputation	Spring 2 Logo 2BeSafe Online Reputation	Summer 1 Coding 2BeSafe Copyright and Ownership	Summer 2 Unpacking Hardware & Software 2BeSafe Online Bullying
National Curriculum Objectives / Unit						
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.						
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.						
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.						
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.						
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.						
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs,						
systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.						
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.						



UKS2 Computing Curriculum Coverage and Progression 2026-2027

Year 5	Autumn 1 Word Processing 2BeSafe Self-image and Identity	Autumn 2 Game Creator 2BeSafe Online Reputation	Spring 1 Databases 2BeSafe Copyright and Ownership	Spring 2 Quizzing 2BeSafe Privacy and Security	Summer 1 Coding 2BeSafe Privacy and Security	Summer 2 Spreadsheets 2BeSafe Privacy and Security
National Curriculum Objectives / Unit						
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.						
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.						
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.						
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.						
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.						

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.						
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.						

Year 6	Autumn 1 Graphing 2BeSafe Health, Wellbeing and Lifestyle	Autumn 2 3D Modelling 2BeSafe Online Relationships	Spring 1 Introduction to Python 2BeSafe Online Bullying	Spring 2 Blogging 2BeSafe Online Reputation	Summer 1 Coding 2BeSafe Self-Image and Identity	Summer 2 Spreadsheets 2BeSafe Copyright and Ownership
National Curriculum Objectives / Unit						
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.						
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.						
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.						
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.						
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.						
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.						
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify						
a range of ways to report concerns about content and contact.						

