



BHM Computing Curriculum Overview 2025-26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Paint packages - I pads	Taking photos- I pads	I pads Maths activities		Simple coding Train track	
	Using Interactive Board for online games Modelling using search engines on the Internet Role play – phones with buttons, till Remote control toys – forwards and backwards Sound books, cd player Digital walkie talkies and digital torches					
Reception	Keyboard and mouse control- explore Mini Mash on laptops in pairs. Use ipads independently Be confident to try new activities	Beebots – programmable toys Develop Prime area PSED through Mini Mash (follow Purple Mash planning) -	Using software Logging on independently Use Simple City and 2 Create a Story and Mashcam to develop prime area CLL	Use I pads and laptops to develop creativity – 2Paint using Splice, slice, spinner, wet paint and swirly	Using cameras and media software Develop Prime Area literacy through Talking Stories and 2 Publish	Computer Safety Prime area Maths developed through Maths City 1 and 2, paint shape.
Year 1	Unit 1.1 Online safety To Connect Unit 1.4 Lego Builders To Communicate	Unit 1.2 Grouping and Sorting To Collect Unit 1.3 Pictograms To Communicate	Unit 1.5 Maze explorers To Code	Unit 1.6 Animated Stories To Communicate	Unit 1.7 Coding To Code	Unit 1.8 Spreadsheets To Collect Unit 1.9 Technology Outside of School To Communicate/ Connect
Year 2	Unit 2.1 Coding To Code Unit 2.2 Online safety To Connect	Unit 2.3 Spreadsheets To Collect Unit 2.2 Online safety To Connect	Unit 2.4 Questioning To Collect	Unit 2.5 Effective searching To Connect Unit 2.2 Online safety To Connect	Unit 2.6 Creating pictures To Communicate Unit 2.2 Online safety To Connect Unit 2.7 Making music To Communicate	Unit 2.7 Making music To Communicate Unit 2.8 Presenting ideas To Communicate

	Coding – coding teaching in KS1 to be supplemented by the use of Sphero Balls. Purple mash to be used to ensure the understanding of coding and computational thinking. Sphero Balls used to apply learning in an alternative context.					
Year 3	Unit 3.1 Coding To Code Unit 3.2 Online Safety To Connect	Unit 3.3 Spreadsheets To Collect	Unit 3.4 Touch Typing To Communicate Unit 3.5 Email To Communicate	Unit 3.6 Branching Databases To Collect	Unit 3.7 Simulations To Communicate	Unit 3.8 Graphing To Collect
Year 4	Unit 4.1 Coding To Code *Online safety to be taught throughout each unit	Unit 4.3 Spreadsheets To Collect	Unit 4.4 Writing for Different Audiences To Communicate	Unit 4.5 Logo To Code	Unit 4.6 Animation/Effective Searching To Communicate	Unit 4.8 Hardware Investigators To Connect
	Coding – coding teaching in Years 3 and 4 to be supplemented by the use of Botleys. Purple mash to be used to ensure the understanding of coding and computational thinking. Botleys used to apply learning in an alternative context.					
Year 5	Unit 5.4 Databases To Collect	Unit 5.1 Coding To Code Unit 5.2 Online safety To Connect	Unit 5.2 Online safety To Connect Unit 5.6 3D Modelling To Communicate	Unit 5.3 Spreadsheets To Collect	Unit 5.5 Game creator To Communicate	Unit 5.7 Concept maps To Communicate
Year 6	Unit 6.1 Coding To Code Unit 6.2 Online Safety To Connect	Unit 6.2 Online safety To Connect Unit 6.3 Spreadsheets To Collect	Unit 6.4 Blogging To Connect	Unit 6.5 Text Adventures To Communicate	Unit 6.6 Networks To Connect	Unit 6.7 Quizzing To Communicate
	Coding – coding teaching in Years 5 and 6 to be supplemented by the use of Lego Education. Purple mash to be used to ensure the understanding of coding and computational thinking. Lego Education used to apply learning in an alternative context.					