Langstone Primary Academy

Computing Overview 2026-27

Aim: A rich, curious journey of discovery .





Unit	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Unit 1	**Autumn** Garlands Galore Leaf Labyrinth Pumpkin Soup	**Creative Computing:** Digital Painting and Writing	**Programming in Action:** Robot Algorithms & Programming Quizzes	**Technology All Around Us:** Computers	**Technology All Around Us:** The Internet	**Technology All Around Us:** Communication and Collaboration	**Exploring Data:** Spreadsheets
Unit 2	**Winter** Snowmen Scarves Igloo Making Feed The Birds	**Technology All Around Us:** Touch Typing Chromebook Introduction	**Technology All Around Us:** IT Around Us	**Creative Computing:** Stop Frame Animation	**Creative Computing:** Photo Editing	**Programming in Action:** Use, Modify, Create a Game	**Programming in Action:** Sensing Movement - micro: bits
Unit 3	**Spring** Junk Scarecrows Rabbit Run Seed Sequencing	**Programming in Action:** Moving a Robot	**Creative Computing:** Digital Photography	**Programming in Action:** Sequencing Sounds, Events and Actions	**Exploring Data:** Data Logging – micro: bits	**Exploring Data:** Flat File Databases	**Creative Computing:** 3D Modelling
Unit 4	**Summer** Colour Collections Journeys Seaside Tangrams	**Programming in Action:** Programming animations	**Exploring Data:** Pictograms	**Exploring Data:** Branching Databases	**Programming in Action:** Repetition in Games	**Creative Computing:** Vector Drawing Film Making	**Technology All Around Us:** Online Support For A Cause