KS2 Computing Overview 2026-7

| Autumn | Spring | Summer |
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| Creating media | | | |
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| **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| Stop-Frame animation | Audio production | Video production (Y5) | 3D modelling (Y6) |
| Desktop publishing | Photo editing | Vector graphics (Y5) | Web page creation (Y6) |
| Data and information | | | |
| **Year 3** | **Year 4** | **Year 5/6** | **Year 6** |
| Branching databases | Data logging | Flat file databases (Y5) | Spreadsheets (Y6) |
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| Computing systems and networks | | | |
| **Year 3** | **Year 4** | **Year 5/6** | **Year 6** |
| Connecting computers | The internet | Systems and searching | Communication and collaboration (Y6) |

| Programming | | | |
|---|---|---|---|
| **Year 3** | **Year 4** | **Year 5/6** | **Year 6** |
| Sequencing sounds | Repetition in games | Selection in physical computing (Y5) | Variables in games (Y6) |
| Events and actions in programs | Repetition in shapes | Selection in quizzes (Y5) | Sensing movement (Y6) |