



Fir Tree Computing Overview 2026 – 2027

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Computing systems and networks – Technology around us	Creating media - Digital Painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information - Pictograms	Creating media – Digital music	Programming B – Programming quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing systems and networks – The Internet	Creating media – Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Systems and searching	Creating media – Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Introduction to Spreadsheets	Creating media – 3D modelling	Programming B – Sensing movement



Fir Tree's Computing Curriculum

At Fir Tree Primary School, Computing is taught through the Teach Computing Curriculum, developed by the National Centre for Computing Education (NCCE). The curriculum provides a carefully sequenced progression of knowledge and skills from Year 1 to Year 6, enabling pupils to become confident, responsible and creative users of technology. Through engaging and practical learning experiences, pupils develop computational thinking, digital literacy and an understanding of computer science, preparing them for an increasingly digital world.

The curriculum is organised into six units of learning for each year group, covering the three strands of the National Curriculum:

- Computer Science
- Information Technology
- Digital Literacy

Across the primary phase, pupils study the following areas:

- Computing Systems and Networks
- Creating Media
- Programming
- Data and Information

Programming units are taught sequentially to ensure that pupils build on prior learning and develop increasingly sophisticated coding skills. Other units are planned to complement wider curriculum themes where appropriate, providing meaningful opportunities for cross-curricular learning.

Throughout the curriculum, pupils learn to use technology safely, responsibly and respectfully. Online safety is embedded across all units, enabling children to recognise how to stay safe online, protect their personal information and act responsibly as digital citizens.

Computing lessons at Fir Tree are underpinned by the evidence-informed pedagogical principles of the National Centre for Computing Education. Teachers support pupils by explicitly teaching key vocabulary and concepts, modelling new learning, encouraging collaboration and providing regular opportunities for pupils to apply their knowledge through practical projects. Learning includes unplugged activities, hands-on computing experiences and project-based tasks that help pupils understand both the theoretical and practical aspects of computing.

Pupils are encouraged to explore, investigate, debug and evaluate their work, developing resilience and confidence when solving problems. Teachers use approaches such as prediction, code reading, live modelling and structured programming frameworks to deepen understanding before pupils independently create their own digital solutions.

As pupils progress through the school, they revisit and build upon previously taught concepts, developing increasing confidence in programming, creating digital content, analysing data and understanding how computer systems and networks operate. By the end of Year 6, pupils have acquired the knowledge, skills and digital understanding needed to continue their computing education and participate safely and effectively in an ever-changing technological world.