Richard Coates CE Primary School: Long Term Computing Planning 2026-2027

Computer Science	Information Technology	Digital Literacy

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery and Reception	Digital Literacy Skills Taught Throughout the Topics	x	Computer Science -Toy	Information Technology - Music	Computer Science - Unplugged - Cooking	Information Technology - Digital art	Information Technology - Unplugged
Year 1	Digital Literacy Skills Taught Throughout the Topics	IT - Computing Systems and Networks - Technology Around Us	Computer Science Programming - Physical	IT - Digital Imagery (Cross curricular)	Computer Science Programming - Unplugged	IT - Presentation (Cross curricular)	IT - Data (Cross curricular)
Year 2	Digital Literacy Skills Taught Throughout the Topics	IT - Computing Systems and Networks - Information Technology Around Us	Computer Science: Programming - Robot algorithms	IT-Digital Photographs *Cross curricular*	IT-Making music *Cross curricular*	Computer Science: Programming- Introduction to quizzes	IT - Pictograms *Cross curricular*
Year 3	Digital Literacy Skills Taught Throughout the Topics	IT- Computing Systems and Networks - Connecting Computers	IT - Creating Media - Desktop Publishing	IT-Data and Information - Branching Databases	Programming- Sequencing- Scratch and Music	IT- Creating Media - Animation	Programming- Events and actions
Year 4	Digital Literacy Skills Taught Throughout the Topics	IT-Networks- The Internet	Programming- Repetition in shapes	IT-Photo editing	IT-Data logging	Programming- Repetition in games	IT - Creating Media - Audio Editing
Year 5	Digital Literacy Skills Taught Throughout the Topics	IT - Computing Systems and Networks - Sharing Information	IT- Creating Media - Video editing	Programming- Selection in Physical Computing	IT- Creating Media - Vector drawing	Programming- Selection in Quizes	IT-Flat file Databases/
Year 6	Digital Literacy Skills Taught Throughout the Topics	Digital Leaders Program: DL / IT / CS	IT- Computing Systems and Networks / Spreadsheets	Programming- Variables in games	IT- Creating Media - 3D Modelling	CS- Programming - Sensing	IT-Creating web pages