



Computing Subject Planner 2026 -2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Digital painting		Digital writing		Creating animations in programs
Year 2		Using IT to organise and present data		Information Technology in the world beyond school		Building sequences in programs
Year 3				Programming sequence using sound	Stop frame animation	Events and actions in programmes
Year 4				Audio production	Photo editing	Using repetition in programming to create a game.
Year 5	Vector graphics	Using selection in programming to develop a quiz/game			Video production	
Year 6	3D modelling	Using selection in programming to develop a quiz/game			Webpage creation	