

Year 1 of 3-year
rolling plan

Juniors Computing

2027/28

Autumn 1

The internet

Autumn 2

Spring 1

Video production

Repetition in shapes

Spring 2

Summer 1

Data logging

Photo editing

END
OF
YEAR

Repetition in games

Summer 2

Year 2 of 3-year
rolling plan

Juniors Computing

2025/26

Autumn 1

Systems and searching

Autumn 2

Spring 1

Audio production

Selection in
physical computing

Spring 2

Summer 1

Flat-file databases

Introduction to
vector graphics

Summer 2

END
OF
YEAR

Selection in quizzes

Year 3 of 3-year
rolling plan

Juniors Computing

2026/27

Autumn 1

Communication
and collaboration

Autumn 2

Spring 1

Webpage creation

Variables in games

Spring 2

Summer 1

Introduction to spreadsheets

3D modelling

Summer 2

END
OF
KS2

Sensing movement

Year 7 Computing

Autumn 1

Clear messaging in digital media

Autumn 2

Spring 1

Programming essentials
in Scratch - part I

Using media - Gaining
support for a cause

Spring 2

Summer 1

Networks - from semaphores
to the internet

Programming essentials
in Scratch - part II

Summer 2

Year 8

Modelling data
using spreadsheets

Year 8 Computing

Autumn 1

Computing Systems and
Network - The Internet

Autumn 2

Spring 1

Representations -
from clay to silicon

Developing Scratch Skills

Spring 2

Summer 1

Media - Vector
graphics

Layers of
computing systems

Year 9

Programming - Microbits

Summer 2

Year 9 Computing

