Longhorsley Computing Curriculum Overview 2025-2026

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1 (EYFS)		**Computing in EYFS** In the Early Years Foundation Stage (EYFS), Computing is not taught as a discrete subject. Instead, we focus on developing the foundations that prepare children for Computing in Key Stage 1. Children are given regular opportunities to explore and use technology in a play-based, practical and age-appropriate way. Through these experiences, they begin to develop key skills such as curiosity, problem-solving, communication and resilience. In EYFS, children learn to: ● Use simple technology confidently and safely, such as tablets, interactive screens and programmable toys ● Follow and give simple instructions, building early understanding of sequencing and logical thinking ● Explore cause and effect through play and digital tools ● Develop fine motor skills and hand-eye coordination needed for using devices ● Talk about technology in their world and understand how it helps us in everyday life Online safety is introduced through simple, child-friendly discussions, helping children understand how to use technology responsibly and with adult support. By the end of EYFS, children are confident, curious and ready to build on these skills as they move into Key Stage 1,					

	where Computing becomes part of the National Curriculum.					
Class 2 (Year 1)	Technology around us	Digital Painting	Digital Writing	Grouping data	Moving a Robot	Introduction to Animation
Class 3 (Years 2)	Information technology around us	Digital photography	Making music	Data and information - Pictograms	Robot Algorithms	An introduction to quizzes
Class 3 (Year 3)	Connecting computers	Stop frame animation	Desktop publishing	Branching databases	Sequence in music	Events and actions
Class 4 (Year 4)	The internet	Audio editing	Photo editing	Data Logging	Repetition in shapes	Repetition in games