

Wilbury Computing Curriculum 2026-2027

YEAR 1

Systems and Networks Technology Around Us Pupils learn about technology and how it benefits daily life. They will practise using keyboards and mice and think about using technology responsibly. Outcome Pupils will use technology to classify animals linked to Science.	Programming A Programming Robots Pupils learn basic programming by using commands to control floor robots, predict outcomes and create simple algorithms. Outcome Pupils will use Bee-Bot robots to identify continents and oceans, linked to Geography.	Programming B Programming Animations Pupils use ScratchJr to explore sprites, backgrounds and programming blocks while learning basic program design. Outcome Pupils will create an animation of the Moon Landing in 1969 linked to History.	Creating Media Digital Painting Pupils learn various digital painting tools and create their own digital artwork, drawing inspiration from different artists. Pupils reflect on their preferences for painting with or without digital devices. Outcome Pupils create a Matisse-inspired piece of artwork linked to Art.	Data and Information Grouping Data Pupils learn about data and information, including labelling, grouping and searching. They explore how computers group and present data efficiently by assigning labels to data such as images. Outcome Pupils create data on common wild and garden plants, including deciduous and evergreen trees, linked to Science.
--	---	---	---	--

Wilbury Computing Curriculum 2026-2027

YEAR 2

Systems and Networks IT Around Us Pupils explore how IT is used in places such as schools, shops and hospitals, and learn the importance of using it responsibly. Outcome Pupils learn how to stay safe online and use technology safely, responsibly and respectfully.	Data and Information Pictograms Pupils collect and organise data using tally charts, pictograms and block diagrams, then use it to answer questions. Outcome Pupils create animal pictograms and answer questions linked to their Science curriculum.	Programming A Robot Algorithms Pupils follow instructions, predict outcomes, design algorithms, create digital artwork and debug programs. Outcome Pupils program Bee-Bots to navigate the four UK countries and identify their capital cities and key characteristics, linked to Geography.	Programming B Quizzes Pupils learn that commands lead to outcomes and make predictions. They will create a quiz in ScratchJr. Outcome Pupils create a quiz based on the growth of plants linked to Science.	Creating Media Digital Music Pupils create music using computers, explore musical patterns and compare digital and non-digital music-making. Outcome Pupils create a piece of dance music linked to Music.
--	--	---	--	---

Wilbury Computing Curriculum 2026-2027

YEAR 3

Systems and Networks Connecting Computers Pupils learn about digital devices and compare them with non-digital devices. They explore computer networks and discover the benefits of connecting devices within a network. Outcome Pupils discuss security within networks linked to PHSE	Creating Media Stop-Frame Animation Pupils use iPads to create a stop-motion animation and apply these skills to create a story-based animation. They enhance their animations by adding music and text. Outcome Pupils to create an animation based on the Stone Age linked to History.	Programming A Sequencing Sounds Pupils learn about programming sequences using Scratch. They begin with basic concepts and progress to more advanced elements. Outcome Pupils create a piece of music through coding using 'Dragon Scales' linked with Music	Programming B Events and Actions Pupils learn about events, actions and sequencing by moving sprites, navigating mazes and using pen blocks to draw. Outcome Pupils create a maze game based on earthquakes linked with Geography	Data and Information Branching Databases Pupils learn how to create branching databases using yes/no questions to sort objects by attributes. Outcome Pupils create a database about the classification of animals linked with Science
---	--	--	---	--

Wilbury Computing Curriculum 2026-2027

YEAR 4

Systems and Networks The Internet Pupils learn about internet security, content ownership and online access. They evaluate the reliability of online information and the impact of false content. Outcome Pupils learn to recognise false information and misinformation online and understand its potential consequences linked to PHSE	Creating Media AI Pupils are introduced to artificial intelligence and explore how it is used in everyday life. They also consider its future development and impact on creativity. Outcome Pupils create a piece of Indian music using AI linked to Music	Programming A Repetition in Shapes Pupils use Logo, a programming language, to create shapes and patterns. They learn about repetition and loops as important programming concepts. Outcome Pupils create Roman patterns using Logo linked to History	Creating Media Photo Editing Pupils learn how to edit digital images, understand the effects of their changes and evaluate their editing choices. Outcome Pupils use photographs of Edmonton or the area around the school and edit them using various techniques linked to Geography	Programming B Repetition in Games Pupils explore repetition in programming using Scratch, including different types of loops. They apply these skills to modify and create their own animations and games. Outcome Pupils create a game in Scratch using characters such as Julius Caesar and Emperor Claudius linked to History
--	--	---	---	--

Wilbury Computing Curriculum 2026-2027

YEAR 5

Systems and Networks Systems and Searching Pupils explore how computer systems transfer and process information. They also learn how search engines find and organise information on the web. Outcome Pupils answer questions using search engines related to the Anglo-Saxons and Scots linked with History	Creating Media Video Production Pupils to create short videos and learn how to capture, edit and manipulate video content. Outcome Pupils create a video about the Viking colonisation of Europe, AD 793-1066 linked to History	Programming A Selection in Physical Computing Pupils use Crumbles to explore selection in programming, controlling components such as LEDs and motors. They use conditions, including if-then structures, to control actions. Outcome Pupils create an interactive piece of art (Vincent van Gogh) linked to Art	Programming B Selection in Quizzes Pupils explore how conditions control program outcomes using If...Then...Else statements. They apply selection in Scratch to design and create programs that respond to user input. Outcome Pupils create a quiz using selection based on user input to demonstrate and reinforce their knowledge of rivers linked to Geography	Data and Information Flat-File Databases Pupils learn how flat-file databases organise data into records. They use database tools to sort data, answer questions, create graphs and solve problems. Outcome Pupils use flat-file databases to understand statistics linked to Maths
--	---	---	--	---

Wilbury Computing Curriculum 2026-2027

YEAR 6

Systems and Networks Communication and Collaboration Pupils explore how data is transferred over the internet and how online communication supports collaboration. They also consider responsible communication and what is appropriate to share online. Outcome Pupils create a collaborative presentation about World War II, using digital tools to communicate their historical knowledge effectively linked to History	Creating Media Web Page Creation Pupils design, create and evaluate a website for a specific purpose, considering visual design, navigation, copyright and fair use. Outcome Pupils create a website about South America linked to Geography	Programming A Variables in Games Pupils explore how variables are used in Scratch games. They create and modify variables before applying their skills to design and improve their own games. Outcome Pupils create a game based on foods distributed by South America linked to Geography	Creating Media 3D Modelling Pupils develop 3D modelling skills by manipulating and combining objects. They apply these skills to plan, create and evaluate their own 3D model. Outcome Pupils create a 3D object that incorporates gears and pulleys linked to Design & Technology	Programming B Sensing: Micro:Bit This topic brings together sequence, repetition, selection and variables using the micro:bit. Outcome Pupils create a leaving-school farewell greeting with music using repetition and selection.
---	--	--	--	--