

# Birchwood Avenue Primary School

## Curriculum, Whole School Overview- 2026-2027



|        |                 | <b>Autumn 1</b>                               | <b>Autumn 2</b>                                 | <b>Spring 1</b>                       | <b>Spring 2</b>             | <b>Summer 1</b>                 | <b>Summer 2</b>                                 |
|--------|-----------------|-----------------------------------------------|-------------------------------------------------|---------------------------------------|-----------------------------|---------------------------------|-------------------------------------------------|
|        |                 | <b>Computing Systems and Networks</b>         | <b>Creating Media</b>                           | <b>Programming A</b>                  | <b>Data and Information</b> | <b>Creating Media</b>           | <b>Programming B</b>                            |
| Year R | Teach Computing | Photograph & Digital Art                      | Photograph & Digital Art<br>Programming- Beebot | Data Handling<br>Sound                | Video Creation              | Word Processing                 | Word Processing<br>Sound                        |
|        | Project Evolve  | Self-image & Identity<br>Online Relationships | Online reputation                               | Online Bullying<br>Safer Internet Day | Managing Online Information | Health, wellbeing and lifestyle | Privacy and Security<br>Copyright and Ownership |
| Year 1 | Teach Computing | Technology Around Us                          | Digital Painting                                | Moving a Robot                        | Grouping Data               | Digital Writing                 | Programming Animations                          |
|        | Project Evolve  | Self-image & Identity<br>Online Relationships | Online reputation                               | Online Bullying<br>Safer Internet Day | Managing Online Information | Health, wellbeing and lifestyle | Privacy and Security<br>Copyright and Ownership |
| Year 2 | Teach Computing | Information Technology Around Us              | Digital Photography                             | Robot Algorithms                      | Pictograms                  | Making Music                    | Programming Quizzes                             |
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|        |                 |                                               |                      |                                       |                              |                                 |                                                 |
|--------|-----------------|-----------------------------------------------|----------------------|---------------------------------------|------------------------------|---------------------------------|-------------------------------------------------|
| Year 3 | Teach Computing | Connecting Computers                          | Stop-frame animation | Sequencing sounds                     | Branching databases          | Desktop publishing              | Events and actions in programs                  |
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| Year 4 | Teach Computing | The Internet                                  | Audio Production     | Repetition in Shapes                  | Data Logging                 | Photo Editing                   | Repetition in Games                             |
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| Year 5 | Teach Computing | Systems and Searching                         | Video Production     | Selection in Physical Computing       | Flat-file databases          | Vector Drawing                  | Selection in Quizzes                            |
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| Year 6 | Teach Computing | Internet Communication                        | Webpage Creation     | Variables in Games                    | Introduction to Spreadsheets | 3D Modelling                    | Sensing                                         |
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