

TPA Computing Yearly Planner 2026-2027

Hardware Software

Year Group	Autumn 1			Autumn 2			Spring 1			Spring 2			Summer 1			Summer 2		
	Dates: Tues 1 st Sept – Fri 16 th Oct 7 Weeks			Dates: Tues 3 th Nov – Fri 18 th Dec 7 Weeks			Dates: Tues 5 th Jan – Fri 12 th Feb 6 Weeks			Dates: Mon 22 nd Feb – Fri 25 th Mar 5 Weeks			Dates: Mon 12 th Apr – Fri 28 nd May 7 Weeks			Dates: Tues 8 nd Jun – Wed 23 rd Jul 7 Weeks		
	E-safety Topic: Healthy Habits: Media Balance and wellbeing			E-safety Topic: Cyberbullying, digital drama and hate speech			E-safety Topic: Relationship and Communication			E-safety Topic: News and Media Literacy			E-safety Topic: Privacy and Security			E-safety Topic: digital footprint and identity		
	E-Safety	NCCE	Equipment	E-Safety	NCCE	Equipment	E-Safety	NCCE	Equipment	E-Safety	NCCE	Equipment	E-Safety	NCCE	Equipment	E-Safety	NCCE	Equipment
Reception	Meet the Digital Citizens - Arms	No computing due to settling in.		Meet the Digital Citizens - Legs	No computing due to settling in.		Meet the Digital Citizens - Heart			Meet the Digital Citizens - Head			Meet the Digital Citizens - Guts			Meet the Digital Citizens - Feet		
Year 1	Pause for People And Device Advice - Why We Pause for People	Computing Systems And Networks: Technology Around Us (Mouse Skills)	1 Lesson Of How To Log In Microsoft Paint Busy Things/ online games	Media Balance Is Important	Creating Media: Digital Writing (Keyboard)	Microsoft Word	Internet Traffic Light (year 2)	Creating Media: Digital Painting	Microsoft Paint	https://www.commonsense.org/education/digital-literacy/fact-or-fiction	Data And Information: Grouping Data		Safety in My Online Neighbourhood	Programing A: Moving A Robot (Beebots)	Beebots	Device Advice - Caring for Our Devices	Programing B: Programming Animations (Scratch Jr)	Scratch Jr
Y1 CUSP	Continents, Shadows, Seasonal changes, Changes in living memory, Ready to learn, Friends and family						Everyday materials, Animals, Food, Famous people, Hot and cold locations, My life, Respectful relationships						Plants, 3d, Textiles, Food, Mapping and field work, Famous people, Being safe, Keeping healthy					
Year 2	How Technology Makes You Feel	Data And Information: Pictograms	j2e Data - pictograms (website)	Pause & Think Online	Creating Media: Digital Music Festive Digital Music	Chrome Music Lab (website)	Device Advice - Our Device Charter	Programing A: Robot Algorithms (Beebots)	Beebots	Device Advice - Managing Device Distractions	Computing Systems And Networks: It Around Us	Trip opportunity to look for IT in the local area	We the Digital Citizens (year 3)	Programing B: Programing Quizzes (Scratch Jr)	Scratch Jr	https://www.commonsense.org/education/digital-literacy/perfectly-altered	Creating Media: Digital Photography	Digital cameras Torches
Y2 CUSP	Living things, Habits, Animals, Humans, Drawing, Painting, Food Nutrition, Human physical features, Uk - EU, Events, Ready to learn, Friends and family						Materials, Living things, Habitats, Collage, Print making, Events, people and places in our locality, My life, Respectful relationships						Plants, Living things, Habitats, Fieldwork , Map skills, Food, Nutrition, 3D, Amazon rainforest, Being safe, Keeping healthy					
Year 3	Device-Free Moments	Programming A: Sequencing Sounds	Scratch (website)	Putting a STOP to Online Meanness And Who Is in Your Online Community?	Programing B: Events And Actions In Programs	Scratch (website)	https://www.commonsense.org/education/digital-citizenship/lesson/what-is-ai	Data And Information: Branching Databases	j2e Data - Branching and Pictograms (website)	Let's Give Credit	Computing Systems And Networks: Connecting Computers (4 Week)		That's Private!	Creating Media: Stop Motion Animation	Pivot Video editing software (Corel Video Studio/Cloud Stop Motion/ Canva/ Adobe Express) Webcams	Digital Trails	Creating Media: Desktop Publishing (This Is Me, I Belong)	Canva/ Microsoft Publisher/ Adobe Express (website)
Y3 CUSP	Rocks, Animals, Humans, Drawing, Painting, Printmaking, Textiles, Food nutrition, field work, Map skills, Stone age, Iron age, Human geography, Ready to learn, Friends and family						Forces, Magnets, Plants, Textiles, Collage, Mechanism, Stone age, Iron age, Rome, Britain, My life, Respectful relationships						Plants, Lights, Rocks, Painting, Food, Nutrition, UK, Rome, Being safe, Keeping healthy					
Year 4	https://www.commonsense.org/education/digital-citizenship/lesson/how-is-ai-trained	Creating Media: Photo Editing	pixlr.com/e or Canva (website)	The Power of Words	Programing A: Repetition In Shapes.	Turtle Academy (website)	Our Digital Citizenship Pledge with links to Your Rings of Responsibility	Programing B: Repetition In Games	Scratch (website)	Is Seeing Believing?	Computing Systems And Networks: The Internet (4 Week) Microbits How To (Use Microbit Website To Get Certificate)	Micro:bits Makecode.microbit.org	Password Power-Up	Data And Information: Data Logging (Micro:bits)	Micro:bits/ Data logger Makecode.microbit.org	This Is Me	Creating Media: Audio Production	Audacity/ Canva/ Adobe Express (website)
Y4 CUSP	Rocks, Animal humans, Drawing painting, Printmaking, Textiles, Food nutrition, Field work, Map skills, Ready to learn, Friends and family						Forces, Magnets, Plants, Textiles, Collage, Mechanism, UK, stone age, Iron age, Rome, UK, My life, Respectful relationships						Electricity, Sound, Painting, Food, Nutrition, Water cycle, Map skills, Environment, Ancient civilisation, Egypt or Shang Dynasty					
Year 5	My Media Choices	Computing Systems And Networks: Searching (4 Week) Start Crumbles	Crumbles Crumble	Be a Super Digital Citizen	Programing A: Selection In Physical Computing (Crumbles) Make A Christmas/ Festive Fair To Show To Parents/ Students	Crumbles Crumble	Keeping Games Fun and Friendly	Creating Media: 3d Modelling (Yr6 Swap)	Tinkercad (website)	A Creator's Rights and Responsibilities	Data And Information: Flat-File Databases	j2e Data - Databases (website)	Private and Personal Information And Our Online Tracks	Programing B: Selection In Quizzes	Scratch (website)	https://www.commonsense.org/education/digital-citizenship/lesson/ai-chatbots-whos-behind-the-screen And https://www.commonsense.org/education/digital-citizenship/lesson/ai-chatbots-friendship	Creating Media: Vector Drawing	Google Drawings/ Vector Inc (website)
Y5 CUSP	Materials, Animals, Humans, Drawing, Painting, Printmaking, Food, Nutrition, World countries, Ancient greece, Ready to learn, Friends and family						Forces, Gravity, Galileo, Textiles, Collage, 3D, Food, Nutrition, Ancient Greece, Maya, Benin, Anglo-Saxons or Golden Age of Islam, My life, Respectful relationships						Living things, Habitats, Forces, Painting, Structure, Mechanisms, Maps, Fieldwork, Maya or Benin and Anglo-Saxons, Being safe, Keeping healthy					

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Year 6	Finding My Media Balance	Creating Media: Web Page Creation	Google Sites (website)	Is It Cyberbullyin g?	Creating Media: Video Editing (Yr5 Swap)	Video editing software (Corel VideoStudio/ Adobe Express/ Canva) (website)	Digital Friendships	Programming A: Variables In Games (Scratch)	Scratch (website)	Reading News Online and You Won't Believe This!	Programming B - Sensing Movement (Micro:bits) Using The Microbit For Primary To Secondary Transition	Microbits Makecode.micr obit.org	https://www.commonsense.org/education/collections/ai-literacy-lessons-for-grades-6-12	Computing Systems And Networks: Communication And Collaboration (4 Week)	Google slides (website)/ NetSupport for chat options	Beyond Gender Stereotypes	Data And Information: Introduction To Spreadsheets (4 Week)	Microsoft Excel
Y6 CUSP	Electricity, Animals, Humans, Drawing , Painting, Collage, Food, Nutrition, Physical processes, Beyond 1066, Local history, Locality, WW2, Ready to learn, Friends and family						Animals humans, Water transport, Light, Print making, Textiles, 3D, Economic settlements, Trade links, UK, Europe, N America, Windrush, My life, Respectful relationships					Living things, Habitats, Evolution, Inheritance, Painting, Electrical systems, Food, NutritionsUK, Europe, N America, Maps, Fieldwork, Monarchs or Battle of Britain, Being Safe, Keeping healthy						

<https://www.commonsense.org/two-truths-and-ai>

<https://www.commonsense.org/education/collections/ai-literacy-lessons-for-grades-6-12>

ALTERNATIVE TO FOLLOW on Common Sense

https://docs.google.com/presentation/d/1PFrWpoBIIVrvr-dXktAvnCrapVxyGI7L5RYhduWoIRU/edit?slide=id.g372ec4d7fc0_0_26#slide=id.g372ec4d7fc0_0_26

<https://docs.google.com/spreadsheets/d/1MhovINt-zgunnYclaPi7walcMmnfticwwICVRH5iLSQ/edit?gid=99138320#gid=99138320>

<https://www.commonsense.org/education/digital-literacy>

NCCE Lessons (Computing Scheme)

Year 1 NCCE 1. Computing systems and networks – Technology around us 2. Creating media – Digital painting 3. Programming A – Moving a robot 4. Data and information – Grouping data 5. Creating media – Digital writing 6. Programming B - Programming animations	Year 2 NCCE Computing systems and networks – IT around us Creating media – Digital photography Creating media – Making music Data and information – Pictograms Programming A – Robot algorithms Programming B – An introduction to quizzes	Year 3 NCCE 1. Computing systems and networks – Connecting computers 2. Creating media - Stop-frame animation 3. Programming A - Sequencing sounds 4. Data and information – Branching databases 5. Creating media – Desktop publishing 6. Programming B - Events and actions in programs
Year 4 NCCE 1. Computing systems and networks – The Internet 2. Creating media - Audio production 3. Programming A – Repetition in shapes 4. Data and information – Data logging 5. Creating media – Photo editing 6. Programming B – Repetition in games	Year 5 NCCE 1. Computing systems and networks - Systems and searching 3. Programming A – Selection in physical computing 4. Data and information – Flat-file databases 5. Creating media – Introduction to vector graphics 6. Programming B – Selection in quizzes 5. Creating media – 3D Modelling	Year 6 NCCE 1. Computing systems and networks - Communication and collaboration 2. Creating media – Web page creation 3. Programming A – Variables in games 4. Data and information - Introduction to Spreadsheets 2. Creating media - Video production 6. Programming B - Sensing movement