



Cheadle Catholic Infant School

Computing Overview 2026/27

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Exploring ICT through roleplay e.g. telephones, cameras, keyboards etc. Technology hunt around school Different types of technology in role play areas for children to explore. Technology tinker box	ICT- IPADS- explore age appropriate apps. How to use an ipad- turn it on, open an app, close an app, turn off the ipad. Explore games on the interactive screen in continuous provision Explore apps on ipad during continuous provision.	ICT- Mini Mash- 2Paint Use 2paint programme to create a picture (e.g. garden) Learn to use tools on the paint programme to add and change effects.	ICT- Taking photos Learn how to take a good photo (how to hold the ipad, steady hand, good focus) View photos Take photo of themselves/others/models/crafts	Computer Science- Unplugged algorithms Children to make tracks outdoors for cars to travel along (use vocab, forward, back, turn) Map out a large grid. Can children follow directions to get the car/toy to move from one square to another? Did it work? If not what went wrong?	Exploring programmable toys- e.g. robots, remote control cars etc Children to explore a range of programmable toys e.g. remote control cars, robots. Can the children work the toys? What do the children notice about the toys and how they work? Beebots
Year 1	PM Unit : Introducing Purple Mash - To login and create my own avatar on Purple Mash. - To open an activity and then save the work to the 'My Work' area. - To understand how to complete work in the 2Dos area in Purple Mash.	PM Unit: Data Explorers - To think carefully about the steps of grouping items. - To group items using a computer. - To sort different items. - To understand that data is information that can be collected and used.	PM Unit: Creating and following instructions - To understand that an algorithm is a set of instructions. - To follow and create simple instructions on a device. - To sequence algorithms that require	PM Unit: Animated Stories - To understand some differences between traditional books and digital books. - To draw a character for a 2Create a Story digital book. - To understand the difference between backgrounds and other objects on the	PM Unit: Coding - To understand that computer programs work by following instructions called code. - To use object and action code blocks to make a computer program. - To understand what an event is in coding. - To understand the purpose of an output and to be able to 'read'	PM Unit: Technology around us - To know what the word technology means. - To know what technology is used in school. - To consider the purposes of technology used in the wider world. - To understand the safe use of technology devices.



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		- To understand that data can be shown using pictures. - To collect data and create a pictogram.	a correct order.	screen in 2Create a Story. - To add animation to objects in 2Create a Story. - To add text to a 2Create a Story file. - To add sounds to a 2Create a Story file.	code to find out what it does. - To change aspects of the design view. - To plan and make a computer program.	
Year 2	NEW PM Unit: Route Explorers (4 Lessons) To use the direction keys in 2Go to move the turtle along a route. To use units of distance along with the direction keys in 2Go to move along a route. To write instructions to complete more than one step of a route at once. To build up instructions for a longer route. NEW PM Unit: The Internet	PM Unit Creating Pictures (5 Lessons) To create a digital art piece in an Impressionist style. To create a digital art piece in a Pointillism style. To create a digital art piece that is in the style of Piet Mondrian's work. To create digital art patterns in the style of the Arts and Crafts movement.	PM Unit Questioning (5 Lessons) To learn about data handling tools that can give more information than pictograms. To use yes/no questions to separate information. To construct a binary tree to identify items. To use 2Question (a binary tree database) to answer questions.	PM Unit Coding (5 Lessons) To understand what an algorithm is. To create a computer program using an algorithm. To create a program using a given design. To understand the collision detection event. To understand that algorithms follow a sequence. To design an algorithm that follows a timed sequence. To understand that	PM Unit Making Music (3 Lessons) To make music digitally using 2Sequence. To explore, edit and combine sounds using 2Sequence. To edit and refine composed music. To think about how music can be used to express feelings and create tunes which depict feelings. To upload a sound from a bank of sounds into the Sounds section.	PM Unit Spreadsheets (4 Lessons) To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine. To learn how to copy and paste in 2Calculate. To use the totaling tools. To use a spreadsheet for money calculations. To use the 2Calculate equals tool to check calculations.



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	(4 Lessons) To understand how the internet, the World Wide Web and a browser work together. To understand the different types of hardware used to access the internet and their functions. To understand the difference between a website and a webpage and use a school website to find information. To understand the difference between a browser and a search engine, and to practise searching for information safely.	To create a portfolio of digital art.	To use a database to answer more complex search questions. To use the Searchtool to find information	different objects have different properties. To understand what different events do in code. To understand the function of buttons in a program. To understand and debug simple programs	To record and upload environmental sounds into Purple Mash. To use these sounds to create tunes in 2Sequence PM Unit Presenting Ideas(3wks) To explore how a story can be presented in different ways. To make a quiz about a story or class topic. To make a fact file on a non-fiction topic. To make a presentation to the class.	
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