Computing Curriculum Overview 2026 - 2027						
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Puffins & Kittiwake EY and YR1	Barefoot- Winters Warmers (EY)		Barefoot- Summer fun (EY)		Moving a robot (YR1)	
Kittiwake YR2	Making music		Digital photography		Pictograms	
Oystercatcher Yr3/4	Animation YR3		Branching databases YR3		Audio Editing YR4	
Cormorant Yr4/5	Data logging YR4		Repetition in games YR4		Video editing YR5	
Curlew Yr 5/6	Selection with Mircobits YR5		Webpage creation YR6		Variables in games YR6	