Waterloo Primary School Computing Curriculum 2026–2027

Pathway	Development throughout the year
Pre-formal Pegasus / Aurora / Lyra Engagement Steps	Communication and interaction: respond, anticipate and initiate shared interactions. Cognition and exploration: sensory exploration, cause and effect and purposeful experimentation. Attention and engagement: participation, persistence and familiar routines. Play and social development: shared play, reciprocal interaction and turn-taking. Physical and sensory development: purposeful movement, manipulation and body awareness. Independence: preferences, choices and intentional actions. Personalised learning through routines, play and sensory experiences; progression follows the school framework, individual starting points and EHCP outcomes.
Nursery 2	Cause and effect: repeat and experiment with actions; explore buttons and choices through play. Technology: recognise familiar phones, televisions and tablets. Computational thinking: sort, create patterns, follow simple instructions and understand routines. Safety: seek a trusted adult, communicate worry and ask for help. Representation and information: pretend play; recognise meaning in print, signs and logos.
Nursery 3–4	Sequencing: describe events using first, then, before and after. Instructions: describe routes, use positional vocabulary and explain actions. Patterns: recognise and explore repeated arrangements. Representation and information: use photographs to retell stories and discuss family experiences; represent events through play. Safety and relationships: develop responsibility, community membership and positive attitudes towards differences.

Computing across the six learning blocks

Year	LB1	LB2	LB3	LB4	LB5	LB6
Reception	**Technology and Me** Digital literacy Explore technology including cameras, tablets, video cameras, microscopes and sound recorders.	**Robots** Computer science Develop computational thinking and coding; give clear instructions using programmable toys and continuous provision.	**Animal Safari** Information technology Use tablets independently: open apps, scan QR codes, take photos and record information in a simple tally chart.	**Shape Hunt** Information technology Photograph shapes and colours around school and outdoors; use technology purposefully to capture information.	**My Online Life** Digital literacy Explore everyday technology and online communication; search with support; follow safety rules; recognise that online creations belong to their makers.	**Nursery Rhyme Coding** Computer science Sequence and give instructions through traditional tales and nursery rhymes; practise core technology skills.
Year 1	**My Online Life** Digital literacy Communicate kindly; seek help with upsetting content; understand loss of control after posting; follow technology rules; recognise personal information and ownership.		**What is a computer?** Computer science Identify parts of computers and iPads; develop practical skills; explore how a computer works and build their own. Includes continuous provision.		**News Presenter** Information technology Report breaking news based on traditional tales; film short clips using green screen and save or share the work.	
Year 2	**My Online Life** Digital literacy Communicate safely; question online trust and accuracy; recognise bullying and seek support; protect personal information with passwords; understand sharing, rules and ownership.		**Presentations and Typing** Information technology Use presentation software and develop keyboard skills.		**Making Games** Computer science Create a hero-versus-villain game in Scratch; create sprites and learn basic Scratch coding.	
Year 3	**My Online Life** Digital literacy Search accurately; respect copyright; share appropriately; protect data and identity; recognise bullying and seek help; consider technology's effects on wellbeing.		**Be Digitally Awesome** Information technology Develop core skills using word processing, spreadsheet and presentation apps.		**Programming with Robots** Computer science Explore the history of robots and program a robot to navigate a maze.	
Year 4	**My Online Life** Digital literacy Evaluate news; communicate respectfully; recognise differing online identities and searchable reputations; prevent bullying; secure data; respect copyright and consider wellbeing.		**Endangered Animals** Information technology Research online; create illustrations and awareness posters; take part in environmental campaigns. Make a class film showing how small changes can help, such as reducing air pollution by switching engines off.		**Games Designer** Computer science Explore the career of a games designer; play and review games, design and prototype a game, then pitch the idea to the class.	
Year 5	**My Online Life** Digital literacy Investigate online reputations; respect copyright; contribute positively; respond to bullying; consider wellbeing, strong passwords, app costs and protection against identity copying.		**Making AR Games** Information technology Explore augmented reality (AR); design and create a game using AR.		**Web Designer** Computer science Learn about the history of the web and basic HTML; create graphics and publish a website.	
Year 6	**My Online Life** Digital literacy Challenge misinformation and gender stereotypes; protect devices, data and reputation; respect copyright and relationships; support friends; record and report bullying; persist in seeking help; consider wellbeing.		**Money** Information technology Explore money, stocks and shares through challenges and games; create a spreadsheet and a digital book.		**Chicken Run – Crossy Roads** Computer science Create a version of Crossy Roads using visual coding; learn about decomposition and evaluate games.	