



## Fulbourn Primary School Computing Programme

### Cycle A 2025-2026

	Autumn 1	Autumn 2	Spring 2	Spring 2	Summer 1	Summer 2
<b>EYFS</b> (suggested)	<b>Barefoot – busy bodies</b>	<b>Barefoot – winter warmers or awesome autumn</b>	<b>Barefoot - springtime</b>	<b>Barefoot – super space</b>	<b>Barefoot – boats ahoy</b>	<b>Barefoot – summer fun</b>
<b>KS1</b>	<b>Data and information</b> Grouping data	<b>Data and information</b> Pictograms	<b>Creating media</b> Digital writing	<b>Creating media</b> Digital music	<b>Programming B</b> Programming animations	<b>Programming B</b> Programming quizzes
<b>LKS2</b>	<b>Data and information</b> Branching databases	<b>Data and information</b> Data logging	<b>Creating media</b> Desktop publishing	<b>Creating media</b> Photo editing	<b>Programming B</b> Events and actions in programs	<b>Programming B</b> Repetition in games
<b>UKS2</b>	<b>Data and information</b> Flat-file databases	<b>Data and information</b> Introduction to spreadsheets	<b>Creating media</b> Introduction to vector graphics	<b>Creating media</b> 3D modelling	<b>Programming B</b> Selection in quizzes	<b>Programming B</b> Sensing movement

## Cycle B 2026-2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS (suggested)</b>	<b>Barefoot – busy bodies</b>	<b>Barefoot – winter warmers</b>	<b>Barefoot - springtime</b>	<b>Barefoot – super space</b>	<b>Barefoot – boats ahoy</b>	<b>Barefoot – summer fun</b>
<b>KS1</b>	<b>Computing systems and networks</b> Technology around us	<b>Computing systems and networks</b> IT around us	<b>Creating media</b> Digital painting	<b>Creating media</b> digital photography	<b>Programming A</b> moving a robot	<b>Programming A</b> robot algorithms
<b>LKS2</b>	<b>Computing systems and networks</b> connecting computers	<b>Computing systems and networks</b> the internet	<b>Creating media</b> stop frame animation	<b>Creating media</b> audio production	<b>Programming A</b> sequencing sounds	<b>Programming A</b> repetition in shapes
<b>UKS2</b>	<b>Computing systems and networks</b> systems and searching	<b>Computing systems and networks</b> communication and collaboration	<b>Creating media</b> video production	<b>Creating media</b> web page creation	<b>Programming A</b> selection in physical computing	<b>Programming A</b> variables in games

**Reasoning for blocking similar topics each term** – if the lesson sequence needs to be condensed, this is the best way to check that it is consistent and not damaging to progression. Each pair of units must be in that order as the second one follows on from the first, e.g. the first in the pair is the year 3 unit, and the second unit is year 4. The same topic needs to stay in sequence but could be spread across the year to make it more varied, but each unit has 6 lessons so condensing could be trickier if done this way. It is important to complete final lessons – these tend to contain the internet safety aspects.