The Gates Curriculum Overview 2026-2027
Computing

Year	Autumn Term		Spring Term		Summer Term	
Digital Citizenship – *Digital citizenship is embedded into the curriculum, with one dedicated lesson taught each half term to ensure pupils develop the knowledge and skills needed to use technology safely, responsibly and respectfully.*						
EYFS	<u>Digital Literacy</u> Hands on Skills		<u>Computer Science</u> Remote Controlled Toys		<u>Information Technology</u> Using the Internet	
EYFS Digital Citizenship	Staying Safe with Technology	Being Kind When Using Technology	Recognising Feelings and Asking for Help	Keeping Personal Information Private	Asking Permission Before Taking Photographs	Making Safe Choices with Technology
Year 1	<u>Computing Systems and Networks</u> Technology around us	<u>Data and Information</u> Grouping Data	<u>Computer Science</u> Moving Robot	<u>Computer Science</u> Programming Animations	<u>Creating Media</u> Digital Writing	<u>Creating Media</u> Digital Painting
Y1 Digital Citizenship	Staying Safe and Following Online Rules	Kind Words Online	Recognising Worrying Online Content	Talking to People Using Technology	Thinking Before Sharing	Asking for Help Online
Year 2	<u>Computing Systems and Networks</u> IT Around Us	<u>Data and Information</u> Pictograms	<u>Programming</u> Robot algorithms	<u>Programming</u> Programming Quizzes	<u>Creating Media</u> Digital Music	<u>Creating Media</u> Digital Photography
Y2 Digital Citizenship	Keeping Personal Information Private	Recognising Online Bullying	Feelings Online: Knowing When to Get Help	Communicating Safely with Others Online	Understanding Online Identities	Using Technology Responsibly
Year 3	<u>Computing Systems and Networks</u> Connecting Computers	<u>Data and Information</u> Branching Databases	<u>Programming</u> Sequencing Sounds	<u>Programming</u> Events and Actions in Programs	<u>Creating Media</u> Desktop Publishing	<u>Creating Media</u> Stop-Frame Animation
Y3 Digital Citizenship	Online Friendships and Shared Interests	Trusting People and Information Online	Sharing Information Safely Online	Different Ways to Communicate Online	Online Trust: Who Can I Believe?	Healthy Technology Habits

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Year 4	Computing Systems and Networks The Internet	Data and Information Data Logging	Programming Repetition in Shapes	Programming Repetition in Games	Creating Media Photo Editing	Creating Media Audio Production
Y4 Digital Citizenship	Online Identity: Who Am I Online?	Recognising and Responding to Online Bullying	Digital Footprints: What Others Can See About Me	Choosing the Right Way to Communicate Online	Managing Screen Time and Online Distractions	Staying Safe: Blocking, Reporting and Getting Help
Year 5	Computing Systems and Networks Systems and Searching	Data and Information Flat-File Databases	Programming Selection in Physical Computing	Programming Selection in Quizzes	Creating Media Introduction to Vector Graphics	Creating Media Video Production
Y5 Digital Citizenship	Making Responsible Choices About My Online Identity	Identifying and Reporting Online Abuse	Searching for Information About Myself Online	Online Communities: Contributing Positively	Online Manipulation: Recognising When Someone Is Trying to Trick Me	Healthy Technology Habits and Sleep
Year 6	Computing Systems and Networks Communication and Collaboration	Data and Information Introduction to Spreadsheets	Programming Variables in Games	Programming Sensing Movement	Creating Media 3D Modelling	Creating Media Web Page Creation
Y6 Digital Citizenship	Challenging Gender Stereotypes in Online Media	Supporting Others and Challenging Harmful Online Behaviour	Online Reputation: Protecting Myself and Others	Responsible Participation in Online Communities	Impulsive Online Behaviour: Making Responsible Choices	Digital Wellbeing: Protecting My Health and Supporting Others