



Computing Year Group Spaced Assessment Overview 2026-2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Hazel	Computing Focus linked to ELG <u>Using a computer</u> Log into Purple Mash Art – 2Paint Paint a picture of their choice.		Computing Focus linked to ELG <u>Instructions</u> Pupils explain how to wash their hands. Debug a set of instructions (re-order photographs) What does debug mean?		Computing Focus linked to ELG <u>Programming Bee-Bots</u> Pupils program a Bee-Bot around a course. What is an algorithm ?	Computing Focus linked to ELG <u>Data</u> Pupils explain how to group objects. Develop and answer questions from a branch database.
Year 1 Willow	<u>Mouse/trackpad skills</u> Pupils log into the computer Open 'sketchpad' Draw a digital pattern using various shapes. Complete end of unit quiz		<u>Algorithms unplugged</u> Write an algorithm (instructions) to get from one location to another. What does decomposition mean? Debug an algorithm e.g spot the mistake. Complete end of unit quiz.		<u>Programming Bee-Bots</u> Pupils will program the Bee-Bot to reach a specified destination. Debug if necessary Can they suggest an alternative route e.g more efficient?	<u>Digital Imagery</u> Pupils take photos in Forest school then edit and arrange them in a digital collage. Complete end of unit quiz.
Year 2 Maple	<u>What is a Computer?</u> End of Unit Quiz – What is a computer?		<u>Algorithms and debugging</u> Pupils write and debug if necessary, an algorithm to coincide with current maths learning e.g how to half a number		<u>International Space Station</u> Pupils to input a small basic data set onto a spreadsheet. End of unit quiz - ISS	<u>Scratch Jr</u> Children programme their own joke on Scratch Jr. End of unit quiz.

Year 3 Oak	<u>Networks</u> Pupils to draw a diagram of the journey of information/data from one computer to another. End of unit quiz.		<u>Journey inside a computer</u> Complete end of unit knowledge catcher and quiz		<u>Video trailers</u> Children take photos, edit and create their own video (including text) story. Complete knowledge capture.	<u>Programming: Scratch</u> Pupils create their own short animation and explain how what steps in the code perform each function.
Year 4 Rowan	<u>Further coding with Scratch</u> Design and programme their own game on Scratch using variables and sensors. Complete knowledge catcher.		<u>Investigating Weather</u> Pupils to design and present a weather forecast in groups using ipads to display media.		<u>Computational Thinking</u> Complete end of unit quiz and knowledge catcher	<u>Collaborative Learning</u> Create a Microsoft form to collect data then export the data into a spreadsheet
Year 5 Beech	<u>Computing Systems and networks: Search Engines</u> Complete knowledge catcher and end of unit quiz.		<u>Stop Motion Animation with Cameras</u> Pupils to create a short stop motion animation using toys. Complete end of unit quiz.		<u>Scratch: Music</u> Pupils to program and edit a soundtrack in scratch. Complete knowledge catcher.	<u>Mars Rover</u> Pupils to write a short message to a classmate in binary code. Complete end of unit quiz.
Year 6 Sycamore	<u>Bletchley Park</u> To write an explanation to the following question: Were the scientists at Bletchley Park more or less important than the soldiers in winning the war?		<u>Big Data 1</u> Pupils to create their own QR code (www.getqr.com) to link to an image taken in class. End of Unit quiz and knowledge catcher.		<u>Exploring AI</u> Pupils to use AI to answer simple questions (how does an engine work? What makes a computer work?) recording prompts used and edits made to obtain clearest and most accurate answers. Knowledge catcher.	<u>Exploring Python</u> Complete end of unit quiz and knowledge catcher.