Computing Year Group Spaced Assessment Overview 2025-2026

	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 brush their teeth Debug a set of instructions (re-order photographs) What is an **algorithm**?		Computing Focus linked to ELG **<u>Programming Bee-Bots</u>** Pupils program a Bee-Bot around a course. What is an **algorithm**? What does **debug** mean?	Computing Focus linked to ELG **<u>Data</u>** Pupils explain how to group objects. Answer questions from a basic pictogram.
Willow	**<u>Mouse/trackpad skills</u>** Pupils log into the computer Open 'sketchpad' Draw a digital picture of their favourite animal. Complete end of unit quiz		**<u>Algorithms unplugged</u>** Write an algorithm (instructions) to make a sandwich. What does decomposition mean? Debug an algorithm e.g spot the mistake.		**<u>Programming Bee-Bots</u>** Pupils will program the Bee-Bot to reach a specified goal 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.
Maple	**<u>What is a Computer?</u>** End of Unit Quiz – What is a computer?		**<u>Algorithms and debugging</u>** Pupils write an algorithm to coincide with current maths learning e.g how to half a number		**<u>International Space Station</u>** End of unit quiz - ISS	**<u>Scratch Jr</u>** Children programme their own joke on Scratch Jr

Oak	**Networks** Complete end of unit knowledge catcher and quiz		**Journey inside a computer** Complete end of unit knowledge catcher and quiz		**Video trailers** Children take photos, edit and create their own video (including text) story.	**Programming: Scratch** Design and create their own game on Scratch using loops
Rowan (Y4 objectives)	**Further coding with Scratch** Design and programme their own game on Scratch using variables and sensors		**Investigating Weather** Present a weather forecast		**Computational Thinking** Complete quiz and knowledge catcher	**Collaborative Learning** Create a Microsoft form to collect data then export the data into a spreadsheet
Beech (Y4 objectives)	**Further coding with Scratch** Design and programme their own game on Scratch using variables and sensors		**Investigating Weather** Present a weather forecast		**Computational Thinking** Complete quiz and knowledge catcher	**Collaborative Learning** Create a Microsoft form to collect data then export the data into a spreadsheet
Year 6 Sycamore (Y6)	**Bletchley Park** 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?		**Data Handling** End of Unit quiz and knowledge catcher.		**History of Computers** To explain the similarities and differences between the 'first' computers and those today. Use technical language e.g byte/bits, RAM, CPU, HDD, Cypher	**Intro to Python** End of Unit Quiz