

Computing Long-Term Overview 2026-27

Cherbourg Primary School

E safety (1 lesson per half term)

Computing (6 lessons per half term)

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	E safety 1 lesson Common Sense Media (Information and Media Literacy - How Media Makes Me Feel)	E safety 1 lesson Common Sense Media (Privacy & Safety - Caring For Our Devices)	E safety 1 lesson Common Sense Media (Relationships and Communication - Why We Pause for People)	E safety 1 lesson Common Sense Media (Cyberbullying and Online Harms - Icky Feelings)	E safety 1 lesson Common Sense Media (Healthy Habits - Saying Goodbye to Tech)	E safety 1 lesson Common Sense Media (Digital Footprint and Identity - Beyond the Avatar)
1	E safety 1 lesson Common Sense Media (Privacy & Safety-Internet Traffic Light) Computing systems and networks 6 lessons (Technology around us)	E safety 1 lesson Common Sense Media (Healthy Habits - Managing Device Distractions) Creating Media 6 lessons (Digital painting)	E safety 1 lesson Common Sense Media (Relationships and Communication - How Tech Connects Us) Programming 6 lessons (Moving a robot)	E safety 1 lesson Common Sense Media (Cyberbullying and Online Harms - Words Can Help of Hurt) Data and information 6 lessons (Grouping data)	E safety 1 lesson Common Sense Media (Digital Footprint and Identity - Is It OK To Share?) Creating Media 6 lessons (Digital Writing)	E safety 1 lesson Common Sense Media (Information and Media Literacy-Fact vs. Opinion) Programming 6 lessons (Moving animations)
2	E safety 1 lesson Common Sense Media (Healthy Habits - Device Free Moments) Computer systems and networks 6 lessons (IT around us)	E safety 1 lesson Common Sense Media (Privacy & Safety - That's Private!) Creating Media 6 lessons (Digital photography)	E safety 1 lesson Common Sense Media (Relationships and Communication - Who Is In Your Online Community) Programming 6 lessons (Robot algorithms)	E safety 1 lesson Common Sense Media (Digital Footprint and Identity - Be a Super Digital Citizen) Data and information 6 lessons (Pictograms)	E safety 1 lesson Common Sense Media (Information and Media Literacy - How to Search Online) Creating Media 6 lessons (Digital Music)	E safety 1 lesson Common Sense Media (Cyberbullying and Online Harms - Dealing with Online Meanness) Programming 6 lessons (Programming quizzes)

3	E safety 1 lesson Project Evolve (Self Image and Identity) I can explain how my online identity can be different to my offline identity. Computer systems and networks 6 lessons (Connecting computers)	E safety 1 lesson Project Evolve (Online Relationships) I can explain what is meant by 'trusting someone online', why this is different from 'liking someone online', and why it is important to be careful about who to trust online including what information and content they are trusted with. Creating Media 6 lessons (Stop-frame animation)	E safety 1 lesson Project Evolve (Online Bullying) I can recognise online bullying can be different to bullying in the physical world and can describe some of those differences. Programming 6 lessons (Sequencing sounds)	E safety 1 lesson Project Evolve (Managing Online Information) I can explain the difference between a 'belief', an 'opinion' and a 'fact. and can give examples of how and where they might be shared online, e.g. in videos, memes, posts, news stories etc. Data and information 6 lessons (Branching databases)	E safety 1 lesson Project Evolve (Health, Wellbeing and Lifestyle) I can explain why some online activities have age restrictions, why it is important to follow them and know who I can talk to if others pressure me to watch or do something online that makes me feel uncomfortable (e.g. age restricted gaming or web sites). Creating Media 6 lessons (Desktop Publishing)	E safety 1 lesson Project Evolve (Privacy and Security) I can give reasons why someone should only share information with people they choose to and can trust. I can explain that if they are not sure or feel pressured then they should tell a trusted adult. Programming 6 lessons (Events and actions in programs)
4	E safety 1 lesson Project Evolve (Self Image and Identity) I can explain that others online can pretend to be someone else, including my friends, and can suggest reasons why they might do this. Computer systems and networks 6 lessons (The internet)	E safety 1 lesson Project Evolve (Online Relationships) I can explain the importance of giving and gaining permission before sharing things online; how the principles of sharing online is the same as sharing offline e.g. sharing images and videos. Creating Media 6 lessons (Audio production)	E safety 1 lesson Project Evolve (Online Bullying) I can describe how what one person perceives as playful joking and teasing (including 'banter') might be experienced by others as bullying. Programming 6 lessons (Repetition in shapes)	E safety 1 lesson Project Evolve (Managing Online Information) I can explain why lots of people sharing the same opinions or beliefs online do not make those opinions or beliefs true. Data and information 6 lessons (Data logging)	E safety 1 lesson Project Evolve (Health, Wellbeing and Lifestyle) I can identify times or situations when someone may need to limit the amount of time they use technology e.g. I can suggest strategies to help with limiting this time. Creating Media 6 lessons (Photo editing)	E safety 1 lesson Project Evolve (Privacy and Security) I can describe strategies for keeping personal information private, depending on context. Programming 6 lessons (Repetition in games)

5	E safety 1 lesson Project Evolve (Self Image and Identity) I can explain how identity online can be copied, modified or altered. Computer systems and networks 6 lessons (Systems and searching)	E safety 1 lesson Project Evolve (Online Relationships) I can give examples of how to be respectful to others online and describe how to recognise healthy and unhealthy online behaviours. Creating Media 6 lessons (Video production)	E safety 1 lesson Project Evolve (Online Bullying) I can identify a range of ways to report concerns and access support both in school and at home about online bullying. Programming 6 lessons (Selection of physical computing)	E safety 1 lesson Project Evolve (Managing Online Information) I can explain what is meant by fake news e.g. why some people will create stories or alter photographs and put them online to pretend something is true when it isn't. Data and information 6 lessons (Flat-file databases)	E safety 1 lesson Project Evolve (Health, Wellbeing and Lifestyle) I can describe ways technology can affect health and well-being both positively (e.g. mindfulness apps) and negatively. Creating Media 6 lessons (Introduction to vector graphics)	E safety 1 lesson Project Evolve (Privacy and Security) I can describe effective ways people can manage passwords (e.g. storing them securely or saving them in the browser). Programming 6 lessons (Selections of quizzes)
6	E safety 1 lesson Project Evolve (Self Image and Identity) I can describe issues online that could make anyone feel sad, worried, uncomfortable or frightened. I know and can give examples of how to get help, both on and offline. Computer systems and networks 6 lessons (Communication and collaboration)	E safety 1 lesson Project Evolve (Online Relationships) I can explain that taking or sharing inappropriate images of someone (e.g. embarrassing images), even if they say it is okay, may have an impact for the sharer and others; and who can help if someone is worried about this. Creating Media 6 lessons (Web page creation)	E safety 1 lesson Project Evolve (Online Bullying) I can describe how to capture bullying content as evidence (e.g. screen-grab, URL, profile) to share with others who can help me. Programming 6 lessons (Variables in games)	E safety 1 lesson Project Evolve (Managing Online Information) I can define the terms 'influence', 'manipulation' and 'persuasion' and explain how someone might encounter these online (e.g. advertising and 'ad targeting' and targeting for fake news). Data and information 6 lessons (Introduction of spreadsheets)	E safety 1 lesson Project Evolve (Health, Wellbeing and Lifestyle) I can assess and action different strategies to limit the impact of technology on health (e.g. night-shift mode, regular breaks, correct posture, sleep, diet and exercise). Creating Media 6 lessons (3D modelling)	E safety 1 lesson Project Evolve (Privacy and Security) I can describe ways in which some online content targets people to gain money or information illegally; I can describe strategies to help me identify such content (e.g. scams, phishing). Programming 6 lessons (Sensing movement) Additional 2 lessons (Using a Microbit for transition)