



Chilthorne Damer Church School Computing Overview
Year 2026-2027



Class	Online Safety: Active Bytes	Autumn	Spring	Summer
Ash	Active Byte Lessons Yr 1	Using an iPad to Take a Photograph.	Handling Data: Jit 5 Pictograms	Multimedia: Word Processing Using Jit5.
		Programming: Unplugged Activities	Programming: Exploring Blue-bots	Programming: On Screen Using Jit5 Turtle
		Multimedia: Exploring Paint Tools e.g. Jit5 to Create a Picture.	Multimedia: Jit 5 Animation	Handling Data: Jit5 Charts
Beech	Active Byte Lessons Yr 2	Computing Systems and Networks: Information Technology Around Us (2.1)	Creating Media: Digital Painting (1.2)	Programming B: Programming Quizzes (2.6)
		Programming A: Robot Algorithms (2.3)	Data and Information: Grouping Data (1.4)	Creating Media: Digital Music (2.5)
Maple	Active Byte Lessons Yr 3	Computing Systems and Networks: Information Technology Around Us (2.1)	Programming B: Programming Quizzes (2.6)	Programming Microbit: First Lessons with Make Code and the Micro:bit OR Programming: Musical Micro:bit
		Programming A: Robot Algorithms (2.3)	Data and Information: Branching Databases (3.4)	Creating Media: Digital Music (2.5)
		Creating Media: Stop-Frame Animation (3.2.)		
Oak	Active Byte Lessons Yr 4	Computing Systems and Networks: Systems and Searching (5.1)	Programming B: Repetition in games (4.6)	Programming: Microbit Volcano Animations
		Programming A: Selection in physical computing (5.3)	Data and Information: Flat-file databases (5.4)	Creating Media: Video Production (5.2)
		Creating Media: Photo Editing (4.5)		
Willow	Active Byte Lessons Yr 6	Computing Systems and Networks: Systems and Searching (5.1)	Programming B: Sensing Movement (6.6)	Programming: Microbit Getting Active
		Programming A: Selection in physical computing (5.3)	Data and Information: Flat-file databases (5.4)	Creating Media: Video Production (5.2)
		Creating Media: 3D Modelling (6.5)		