



Chilthorne Domer Church School Computing Overview Year 2025-2026



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: Technology Around Us (1.1)	Data and Information: Pictograms (2.4)	Programming B: Programming Animations (1.6)
		Programming A: Moving a Robot (1.3)	Creating Media: Digital Photography (2.1)	Creating Media: Digital Writing (1.5)
Maple	Active Byte Lessons Yr 3	Computing Systems and Networks: Connecting Computers (3.1)	Programming B: Events and Actions in Programs (3.6)	Programming: Micro:bit: Digital Flashcards
		Programming A: Sequencing Sounds (3.3)	Creating Media: Digital Photography (2.1)	Creating Media: Desktop Publishing (3.5)
		Data and Information: Pictograms (2.4)		
Oak	Active Byte Lessons Yr 5	Computing Systems and Networks: The Internet (4.1)	Programming B: Selection in quizzes (5.6)	Programming: Micro:bit Electrical Conductors
		Programming A: Repetition in Shapes (4.3)	Creating Media: Introduction to vector graphics (5.5)	Creating Media: Audio Production (4.2)
		Data and Information: Data Logging (4.4)		
Willow	Active Byte Lessons Yr 5	Computing Systems and Networks: Communication and Collaboration (6.1)	Programming B: Selection in quizzes (5.6)	Programming: Musical Micro:bit
		Programming A: Variables in games (6.3)	Creating Media: Introduction to vector graphics (5.5)	Creating Media: Web Page Creation (6.2)
		Data and Information: Spreadsheets (6.4)		