

Wellington Primary School Parent Computing Curriculum Information Leaflet ~ Autumn 1 2026

Year 1	Basic Skills Mini Module 1 Learners will work on keyboard and mouse skills to prepare for their first module of work on our computers in our ICT suite. Digital Painting Microsoft Paint Learners will explore the world of digital art and its exciting range of creative tools. They will create their own paintings, while getting inspiration from a range of other artists. They will consider their preferences when painting with, and without, the use of digital devices.
Year 2	Basic Skills Mini Module 1 Learners will develop their typing skills in an activity linked to their Topic work. Digital Photography iPads Pupils will learn to recognise that different devices can be used to capture photographs and they will gain experience capturing, editing, and improving photos. They will use this knowledge to recognise that images they see may not be real.
Year 3	Basic Skills Mini Module 1 Learners will develop their typing and presentation skills in an activity linked to their Topic work. Sequencing Sounds Scratch This module explores the concept of sequencing in programming with Scratch. It begins with an introduction to the programming environment. Pupils will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences. The final project is to make a representation of a piano.
Year 4	Basic Skills Mini Module 1 Learners will develop their typing and presentation skills in an activity linked to their Topic work. Repetitions In Games Scratch This module explores the concept of repetition in programming using the Scratch environment. Learners will look at the difference between count-control and infinite loops, and use their knowledge to modify existing animations and games using repetition. Their final project will be to design and create a game which uses repetition.
Year 5	Basic Skills Mini Module 1 Learners will develop their typing and presentation skills in an activity linked to their Topic work. Selection In Quizzes Scratch In this module, pupils will develop their knowledge of selection. They will revisit how conditions can be used in programs and then learn how the IF... THEN... ELSE structure can be used to select different outcomes depending on whether a condition is true or false. They will use their knowledge of writing programs and using selection to control outcomes to design a quiz in response to a given task and implement it as a program.
Year 6	Basic Skills Mini Module 1 Learners will develop their typing and presentation skills in an activity linked to their Topic work. Variables In Games Scratch This module explores the concept of variables in programming, with games in Scratch. Pupils will find out what variables are and relate them to real-world examples of values that can be set and changed. They will use variables to create a scoreboard simulation. Pupils will experiment with variables in an existing project, then modify them, before they create their own project. Pupils will design, program and improve their games in Scratch.