



Computing Curriculum

Overview

Computing in EYFS

The children are given opportunities to achieve the following ELG:

Personal, Social and Emotional Development/ Managing Self

- Remember rules without needing an adult to remind them.
- Show resilience and perseverance in the face of a challenge.
- Know and talk about the different factors that support their overall health and wellbeing:
- - sensible amounts of 'screen time'.
- Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.
- Explain the reasons for rules, know right from wrong and try to behave accordingly.

Understanding the World

- Explore how things work.

Physical Development

- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Match their developing physical skills to tasks and activities in the setting.

Expressive Arts and Design/ Creating with Materials

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Year	Autumn	Spring	Summer
1	<p>Introduction to hardware/ Technology outside of school Learning what is meant by 'technology' and find and understand examples used in school and the community.</p> <p>Online Safety Learning how to log in safely and recognise the purpose of an avatar.</p> <p>Paint program and word processing Explore how to present images and text.</p>	<p>Lego Builders Considering the importance of instructions to complete tasks and how the order of instructions affects the result.</p> <p>Online Safety Week</p> <p>Coding Learning what instructions are and how these relate to code. Beginning to use knowledge of objects, actions and events and using this knowledge to create a simple code.</p>	<p>Grouping and Sorting Applying skills to sort items online using a range of criteria.</p> <p>Animated Story Books Creating a simple e-book, adding text, images, sounds and backgrounds.</p>
2	<p>Online Safety Learning to use search and share functionality. Understanding that information online leaves a digital footprint.</p> <p>Effective Searching Searching and reading web results pages. Knowing some requirements of effective searching.</p>	<p>Coding Learning about collision detection and timers. Understanding that different objects have different properties and use this knowledge to create a program.</p> <p>Online Safety Week</p>	<p>Presenting Ideas Presenting using a range of ways including through stories, quizzes, fact files and presentation software</p> <p>Creating Pictures Using a painting program to replicate the style of various artists.</p>

3	<p>Online Safety Learning the importance of keeping passwords safe and appreciating not everything online is reliable.</p> <p>Email (including email safety) Learning how to open and respond to an email, adding attachments and learning the terms CC and BCC.</p>	<p>Coding Using repeat commands and developing their knowledge of timers to create and debug an interactive scene.</p> <p>Online Safety Week</p> <p>Simulations Understanding the purpose of simulations, making choices and discussing their effects.</p>	<p>Graphing Creating their own branching database.</p> <p>Spreadsheets Entering data into a spreadsheet in order to present information and using tools to calculate values.</p>
4	<p>Online Safety Understanding malware, phishing, plagiarism and crediting creators.</p> <p>Effective Searching Locating information effectively and developing skills to assess whether a source is reliable and true.</p>	<p>Coding Understanding selection and the terms IF/ELSE. Exploring number variables and coordinates in programming.</p> <p>Online Safety Week</p> <p>Logo Solving problems and building on learning using repeat features and creating procedures.</p>	<p>Animation Creating animations based on 'stop motion' films.</p> <p>Spreadsheets Formatting cells and beginning to add formulae. Using tools to complete a task and creating a model of a real-life situation.</p>

Digital Literacy

Computer Science

Information Technology