Computing Curriculum Overview

	Term 1		Term 2		Term 3		Term 4		Term 5		Term 6	
	A	B	A	B	A	B	A	B	A	B	A	B
EYFS	Using a computer		Algorithmic thinking		Exploring hardware		Programming		Data handling		Developing programming skills	
Year 1/2	Online Safety – year 2	Online Safety – year 1	Creating Media: Digital Writing	Creating Media: Digital Painting	Creating Media: Making Music	Creating Media: Digital Photography	Data and Information: Pictograms	Data and Information: Groping Data	Programming: Introduction to Animation	Programming: Moving a Robot	Programming: Introduction to Quizzes	Programming: Robot Algorithms
Year 3/4	Creating Media: Audio Editing	Creating Media: Stop Frame Animation	Creating Media: Photo Editing	Creating Media: Desktop Publishing	Programming: Repetition in Games	Programming: Sequencing Sounds	Programming: Events and Actions	Programming: Repetition in Shapes	Data and Information	Online Safety – year 3	Online Safety – year 4	Computing Systems and Networks: The Internet
Year 5/6	Programming: Selection in Physical Computing	Creating Media: Vector Drawing	Data and Information: Flat File Databases	Creating Media: 3D Modelling	Creating Media: Video Editing	Programming: Exploring selection in programming to design and code an interactive quiz	Data and Information: Introduction to Spreadsheets	Creating Media: Webpage Creation	Online Safety – year 5	Online Safety – year 6	Programming; Sensing	Programming: Variables in Games

National Curriculum Subject Content	
Key Stage 1	**Key Stage 2**
Pupils should be taught to: • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instruction. • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs. • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Pupils should be taught to: • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems be decomposing them into smaller parts. • Use sequence, selection and repetition programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

	• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

EYFS

Within the new EYFS curriculum the 'Technology' strand has been removed from 'Understanding the World' and has not been replaced with any updates guidance. However, computing and technology re still vitally important subjects to teach our Reception children. Teaching computing within the curriculum ensures that children enter Year 1 with a strong foundation of knowledge. Computing activities in the EYFS ensure that children develop listening skills, problem solving abilities and thoughtful questioning – as well as improving subject skills across the different areas of learning. We live in a technological world and technology is integrated into the daily lives of young children. Just as we ensure the children in our care are ready for the adult world by teaching them Maths and English, we should also make sure they are fluent in computer literacy and online safety.

Technology available to the EYFS children includes:
- Ipads
- Laptop computers
- Remote control toys
- Beebots
- Interactive whiteboard