Computing
Curriculum Overview

EYFS - Understanding the World

Teaching technology in the Early Years doesn't have to involve computer work at all. Instead an approach that is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity and creativity and problem solving means that they develop a familiarity with equipment and vocabulary. Technology in the Early Years can mean taking a photograph with a camera or tablet, playing games on the interactive whiteboard, exploring an old keyboard/typewriter or other mechanical toys, using 'cause and effect' toys, watching a video clip or listening to music.

Year A

	Autumn Digital Literacy	Spring Information Technology	Summer Computer Science
KS1	Online Safety Pictograms Questioning	Spreadsheets Presenting Ideas	Grouping and Sorting Lego Builders Maze Explorers
LKS2	Online Safety Touch Typing Animation Graphing	Branching Databases Spreadsheets	Logo Coding Hardware Investigators
UKS2	Online Safety Databases Word Processing with Google Docs	Spreadsheets	Blogging Networks Coding

Year B

	Autumn Digital Literacy	Spring Information Technology	Summer Computer Science
KS1	Online Safety Tech Outside of School Grouping and Sorting Effective Searching	Animated Stories Creating Pictures Making Music	Coding
LKS2	Online Safety Email	Effective Search Writing for Different Audiences Presenting with Google Slides	Typing on Dance Mat Fake News Coding
UKS2	Online Safety Concept Maps Game Creator	3D Modelling Quizzing	Coding Text Adventures