



Computing Overview



	Autumn	Spring	Summer	
Nursery and Reception	Although the 'Technology' strand has now been removed from 'Understanding the World' section in Development Matters we know how important technology is and will be for the lives of the children we teach. Throughout the year we will use a wide range of technology within the Early Years to help best prepare our children for KS1 and beyond.			
Development Matters	Birth – 3 years • I can anticipate repeated sounds, sights and actions, e.g. when an adult demonstrates an action toy several times • I show interest in toys with buttons, flaps and simple mechanisms and begins to learn to operate	3 and 4 year olds • Seeks to acquire basic skills in turning on and operating some digital equipment • Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support • Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets • Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images • Knows that information can be retrieved from digital devices and the internet	Children in Reception • Completes a simple program on electronic devices • Uses ICT hardware to interact with age-appropriate computer software • Can create content such as a video recording, stories, and/or draw a picture on screen • Develops digital literacy skills by being able to access, understand and interact with a range of technologies • Can use the internet with adult supervision to find and retrieve information of interest to them	Early Learning Goals
Year 1	Computer Science Physical Computing - Bee bots Computer Science - Sequencing	Computer Science Computer Science – Sequencing	Computer Science Computer Science – Loops Computer Science - Events	

	Information Technology and Digital Literacy Text and Images Word Processing & Functional Skills Audio Visual Creating Media Online Safety and Digital Literacy Smartie the Penguin EfCW <i>Online Relationships</i> <i>Managing Online Information</i> <i>Privacy and Security</i> Jessie and Friends: Watching Videos EfCW <i>Self Image and Identity</i>	Information Technology and Digital Literacy Data – Pictograms Data and Information Tech Around Us Computers and Networks Online Safety and Digital Literacy Hanni and the Magic Window EfCW <i>Online Relationships</i> <i>Managing Online Information</i> Media Balance Is Important EfCW <i>Online Bullying</i> <i>Copyright and ownership</i>	Information Technology and Digital Literacy Music Technology Modelling, Music and Media Online Safety and Digital Literacy Safety in My Online Neighbourhood EfCW <i>Privacy and Security</i> Pause for People EfCW <i>Online Reputation</i> <i>Self-Image and Identity</i>
Year 2	Computer Science Physical Computing - Bee Bots Computer Science Information Technology and Digital Literacy Digital Books Word Processing & Functional Skills Digital Photography Creating Media Online Safety and Digital Literacy Smartie the Penguin EfCW <i>Online Bullying</i> <i>Managing Online Information</i> Jessie & Friends: Sharing Images	Computer Science Computer Science – Sequencing Information Technology and Digital Literacy Data Handling Data and Information Digital Technology Around Us Computers and Networks Online Safety and Digital Literacy Jessie & Friends Playing Games EfCW <i>Self Image and Identity</i> <i>Online Relationships</i> <i>Online Reputation</i> How Technology Makes You Feel	Computer Science Count Controlled Loops Events Information Technology and Digital Literacy Digital Art Modelling, Music and Media Online Safety and Digital Literacy Internet Traffic Lights EfCW <i>Privacy and Security</i> Pause and Think Online EfCW <i>Online Bullying Online reputation</i>

	EfCW <i>Self image and identity</i>	EfCW <i>Self image and Identity</i>	
Year 3	Computer Science Sequencing and Control Information Technology and Digital Literacy Text and Graphics Word Processing & Functional Skills Publishing Creating Media Online Safety and Digital Literacy That's Private! EfCW <i>Privacy and Security</i> Let's Give Credit! EfCW <i>Copyright and Ownership</i>	Computer Science Loops & Events Information Technology and Digital Literacy Branching Databases Data and Information Computers and the Internet Computers and Networks Online Safety and Digital Literacy Device-Free Moments EfCW <i>Self image and identity</i> Digital Trails EfCW <i>Copyright and ownership</i> <i>Managing online information</i> <i>Online Reputation</i>	Computer Science Events Computer Science - Physical Computing Micro:bits Information Technology and Digital Literacy Audio Visual Media Modelling, Music and Media Online Safety and Digital Literacy Putting a STOP to Online Meanness EfCW <i>Online Bullying</i> Who Is in Your Online Community? EfCW <i>Online relationships</i>
Year 4	Computer Science Debugging & Events Information Technology and Digital Literacy Advanced Text and Graphics Word Processing & Functional Skills Animation Creating Media	Computer Science Loops, Nested Loops and Conditionals Information Technology and Digital Literacy Data Logging Data and Information Online Images & Photo Editing Computers and Networks	Computer Science Conditionals Computer Science - Physical Computing Micro:bits Information Technology and Digital Literacy Vector Graphics Modelling, Music and Media

	Online Safety and Digital Literacy Rings of Responsibility EfCW <i>Self-image and identity</i> This is me – Online EfCW <i>Online Reputation</i>	Online Safety and Digital Literacy Our Digital Citizenship Pledge EfCW <i>Online Relationships</i> Seeing is Believing EfCW <i>Managing Online Information</i> <i>Copyright and Ownership</i>	Online Safety and Digital Literacy Password Powerup EfCW <i>Privacy and Security</i> The Power of Words EfCW <i>Privacy and security</i> <i>Online Bullying</i>
Year 5	Computer Science Sprites, Events & Game design Information Technology and Digital Literacy Presentations Word Processing & Functional Skills Video Editing Creating Media Online Safety and Digital Literacy Private and personal Information EfCW <i>Privacy and Security</i> A Creator's Rights and Responsibilities EfCW <i>Copyright and Ownership</i>	Computer Science Functions Information Technology and Digital Literacy Databases Data and Information Systems and Searches Computers and Networks Online Safety and Digital Literacy Digital Citizenship EfCW <i>Online Relationships, Health, Wellbeing and Lifestyle</i> Online Bullying Online Tracks EfCW <i>Online Reputations</i>	Computer Science Conditionals Computer Science: Physical Computing Micro:bits Information Technology and Digital Literacy Podcasting Modelling, Music and Media Online Safety and Digital Literacy My Media Choices EfCW <i>Self-image and Identity</i> Keeping Games Fun and Healthy EfCW <i>Online Relationships</i>
Year 6	Computer Science Sprites, behaviours, events and inputs Information Technology and Digital Literacy Advanced Internet Use Computers and Networks	Computer Science Inputs and variables Information Technology and Digital Literacy Spreadsheets Data and Information	Computer Science Machine learning Computer Science - Physical Computing Micro:bits Information Technology and Digital Literacy

	Website Creation Creating Media Online Safety and Digital Literacy You Won't Believe this! EfCW <i>Privacy and Security</i> Reading the News EfCW <i>Managing Online Information</i> <i>Copyright and Ownership</i>	Collaboration & Communication Word Processing & Functional Skills Online Safety and Digital Literacy Digital Friendship EfCW <i>Online Relationships</i> Cyberbullying EfCW <i>Online Bullying</i>	3D Modelling Modelling, Music and Media Online Safety and Digital Literacy Beyond Gender Stereotypes EfCW <i>Online Reputation</i> Media balance EfCW <i>Self image and identity</i>