Computing Overview

EYFS Curriculum Within the revised EYFS statutory framework, the 'Technology' strand within Understanding the World has been removed. However, there are opportunities within each area of the framework to enable practitioners to effectively prepare children for studying the computing curriculum.

As with all curriculum areas, the focus within Computing within the Early Years is about making children 'School Ready' and there are lots of opportunities within EYFS for young children to use technology to solve problems and produce creative outcomes. As young children take part in a variety of tasks with digital devices (such as moving a Bee-Bot around a classroom), they will already be familiar with the device before being asked to undertake tasks related to the KS1 Computing Curriculum, such as writing and testing a simple program.

	Autumn		Spring		Summer	
Nursery	Nursery use 'Mini Mash' which is linked to the 'Purple Mash' Scheme which is followed by the rest of the school.					
	Ourselves -Know how to stay safe in the setting	**Celebrations** -Uses simple software to draw pictures, selecting a range of colours and tools to create effect	**The World Around Us** -Uses simple software to draw pictures, selecting a range of colours and tools to create effect.	**Exploring Our Senses** -Use simple books and Ipads/cameras to take photographs. -Talk about what they notice.	**Look! What's Outside?** -Use Ipads to take photos and record their findings.	**Changes** -Use programmable toys eg. Beebots and explain their route.
Reception	Reception uses 'Mini Mash' which is linked to the 'Purple Mash' Scheme which is followed by the rest of the school. This has a variety of tools and programs for the children to access and explore.					
	All About Me -Can describe what it means to 'stay safe online'.	**Time Travellers** -Describe the impact and changes in technology that have impacted on our lives - Knows the impact of computers on life and culture and can explain benefits they bring	**My World** -Use Google Street View to navigate the route from home to school -Knows and can describe why it is important to have a 'healthy' amount of screen time	**We are Stewards** -Can use an app to present knowledge in an original way, using a range of media to achieve an effect	**Around the World** -Knows how to combine ICT to present an idea as a picture with a matching sentence	**The Animal Kingdom** -Knows how to search and retrieve information about animals by using the internet

Topics may continue into the next term as each topic has a different amount of lessons that may not fit into one term.

Year one	**Digital Literacy** Unit 1.1: Exploring Purple Mash **Computing Science** Unit 1.2: Grouping and Sorting **Information Technology** Unit 1.3: Pictograms	**Computing Science** Unit 1.4: Lego Builders **Computing Science** Unit 1.5: Maze Explorers **Information Technology** Unit 1.6: Animated Story Books	**Computing Science** Unit 1.7: Coding **Digital Literacy** Unit 1.9: Technology Outside of School
Year two	**Digital Literacy** Unit 2.2: Online Safety **Computing Science** Unit 2.1: Coding **Information Technology** Unit 2.4: Questioning	**Digital Literacy** Unit 2.5: Effective Searching **Information Technology** Unit 2.6: Creating Pictures	**Information Technology** Unit 2.7: Making Music **Information Technology** Unit 2.8: Presenting Ideas
Year three	**Digital Literacy** Unit 3.2: Online Safety **Computing Science** Unit 3.1: Coding	**Digital Literacy** Unit 3.5: Email (including email safety) **Information Technology** Unit 3.6: Branching Databases	**Information Technology** Unit 3.7: Simulations **Information Technology** Unit 3.8: Graphing **Computing Science** Unit 3.10: Micro:bit
Year four	**Digital Literacy** Unit 4.2: Online Safety **Computing Science** Unit 4.1: Coding	**Information Technology** Unit 4.4: Writing for different audiences **Computing Science** Unit 4.5: Logo	**Information Technology** Unit 4.6: Animation **Information Technology** Unit 4.7: Effective Search **Computing Science** Unit 4.8: Hardware Investigators
Year five	**Digital Literacy** Unit 5.2: Online Safety **Computing Science** Unit 5.1: Coding	**Information Technology** Unit: 5.3: Spreadsheets **Information Technology** Unit 5.4 Databases	**Computing Science** Unit 5.5: Game Creator **Information Technology** Unit 5.6: 3D Modelling
Year six	**Digital Literacy** Unit 6.2: Online Safety **Computing Science** Unit 6.1: Coding	**Information Technology** Unit 6.3: Spreadsheets **Computing Science** Unit 6.5: Text Adventures	**Computing Science** Unit 6.6: Networks **Information Technology** Unit 6.7 Quizzing

Topics may continue into the next term as each topic has a different amount of lessons that may not fit into one term.