

Computing

Key Outcomes for Computing		
By the end of EYFS...	By the end of KS1...	By the end of KS2
<ul style="list-style-type: none"> • Children will have the opportunity to explore technology in a child-initiated way • Develop familiarity with different forms of technology, such as iPads, computers, cameras, keyboards in the role play area • Be aware of some vocabulary linked to technology • Have an age related understanding of using technology in a safe way 	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • 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 	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in 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.

Computing Topic Overview	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	<ul style="list-style-type: none"> Understanding the world - exploring how things work Physical development - Develop their fine motor skills so that they can use a range of tools competently, safely and confidently. Personal, social and emotional development - to remember rules without always being reminded / to know and talk about different things that support health & wellbeing e.g. sensible amounts of screentime Expressive art and design - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 					
Y1	Online Safety and Exploring Purple Mash		Lego Builder	Animated Story Books	Coding	Pictograms Spreadsheets – not in Year 1
Y2	Online Safety/ Coding		Spreadsheets	Questioning	Effective Searching	Making Music
Y3	Online Safety/ Coding		Spreadsheets	Email	Presenting	
Y4	Online Safety/ Coding		Animation Spreadsheets – not in Year 4	Logo	Effective Searching	Making Music
Y5	Online Safety/ Coding		Spreadsheets	Game Creator	Word Processing	
Y6	Online Safety/ Coding		Spreadsheets		Text Adventures	Blogging Spreadsheets - duplicated