COMPUTING EYFS/ KEY STAGE 1

Content of lessons will relate to other curriculum areas.

CYCLE A						
Computing	Computing systems and networks	Creating media	Online Safety	Data and information	Programming	Programming
EYFS	Basic Computer Skills "Little Computers"	Learn to use paint program – have more control with mouse, experiment with using different tools "Art Attack"	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 learn that they can go to exciting places online, but they need to follow certain rules to remain safe to understand that they should never give out private information.	Re-telling a story using animation "Fantastic Tales"	Use Bee-Bots – positional/directional language, giving directions, moving them from one place to another "Junior Explorers"	Following sequences "A is for algorithm"
Computing KS1	Computer skills/ understanding of the web Technology around us Information technology around us	Creating an e-book Digital painting		Handling data Grouping data Pictograms	Games design Programming quizzes	Simple algorithms Robot algorithms
Year 1	-To identify technology -To identify a computer and its main parts -To use a mouse in different ways -To use a keyboard to type on a computer -To use the keyboard to edit text -To create rules for using technology responsibly	-To describe what different freehand tools do -To use the shape tool and the line tools -To make careful choices when painting a digital picture -To explain why I chose the tools I used -To use a computer on my own to paint a picture -To compare painting a picture on a computer and on paper		-To label objects -To identify that objects can be counted -To describe objects in different ways -To count objects with the same properties -To compare groups of objects -To answer questions about groups of objects	-To explain what a given command will do -To act out a given word -To combine forwards and backwards commands to make a sequence -To combine four direction commands to make sequences -To plan a simple program -To find more than one solution to a problem	-To choose a command for a given purpose -To show that a series of commands can be joined together -To identify the effect of changing a value -To explain that each sprite has its own instructions -To design the parts of a project -To use my algorithm to create a program
Year 2 –	-To recognise the uses and features of information technology -To identify the uses of information technology in the school -To identify information technology beyond school -To explain how information technology helps us -To explain how to use information technology safely -To recognise that choices are made when using information technology.	As above – using more tools Children learn about reproducing the painting styles of great artists using computer programs		-To recognise that we can count and compare objects using tally charts -To recognise that objects can be represented as pictures -To create a pictogram -To select objects by attribute and make comparisons -To recognise that people can be described by attributes -To explain that we can present information using a computer	-To explain that a sequence of commands has a start -To explain that a sequence of commands has an outcome -To create a program using a given design -To change a given design -To create a program using my own design -To decide how my project can be improved	-To describe a series of instructions as a sequence -To explain what happens when we change the order of instructions -To use logical reasoning to predict the outcome of a program -To explain that programming projects can have code and artwork -To design an algorithm -To create and debug a program that I have written

CYCLE B						
Computing	Creating media	Creating media	Online Safety	Creating media	Digital media Word Processing	Programming
EYFS	Basic Computer Skills "Little Computers"	Learn to use paint program – have more control with mouse, experiment with using different tools "Art Attack"	Children understand not to give out personal information online. They understand how to use the internet safely using children friendly programs e.g. Kiddle. They understand what to do if they see something online that makes them feel sad or anxious. They understand that people may not always be who they say they are online.	Use Bee-Bots – positional/directional language, giving directions, moving them from one place to another "Junior Explorers"	Re-telling a story using animation "Fantastic Tales"	Following sequences "A is for algorithm"
Computing KS1	Sending e-mails Digital writing	Developing art skills using technology Digital photography		Using cameras and microphones Digital music	Moving a robot	Programming animations
Year 1	-To use a computer to write -To add and remove text on a computer -To identify that the look of text can be changed on a computer -To make careful choices when changing text -To explain why I used the tools that I chose -To compare typing on a computer to writing on paper	-To use a digital device to take a photograph -To make choices when taking a photograph -To describe what makes a good photograph -To decide how photographs can be improved -To use tools to change an image -To recognise that photos can be changed		-To say how music can make us feel -To identify that there are patterns in music -To experiment with sound using a computer -To use a computer to create a musical pattern -To create music for a purpose -To review and refine our computer work	-To explain what a given command will do -To act out a given word -To combine forwards and backwards commands to make a sequence -To combine four direction commands to make sequences -To plan a simple program -To find more than one solution to a problem	-To choose a command for a given purpose -To show that a series of commands can be joined together -To identify the effect of changing a value -To explain that each sprite has its own instructions -To design the parts of a project -To use my algorithm to create a program
Year 2	-To use a computer to locate and read an email -To compose an email -To reply to an email				-To explain that a sequence of commands has a start -To explain that a sequence of commands has an outcome -To create a program using a given design -To change a given design -To create a program using my own design -To decide how my project can be improved	-To describe a series of instructions as a sequence -To explain what happens when we change the order of instructions -To use logical reasoning to predict the outcome of a program -To explain that programming projects can have code and artwork -To design an algorithm -To create and debug a program that I have written