

	Computing progression through EYFS					
	Understanding the World: Computing Overview					
Focus	Electronic Communication Understanding Technologies	Text and Multimedia	Research and E-Safety	Digital images and audio	Algorithms Handling information	Vocabulary- To be used daily.
Reception Skills	<ul style="list-style-type: none"> • Completes a simple program on electronic devices. 	<ul style="list-style-type: none"> • Begin to list different IT in their home. 	<ul style="list-style-type: none"> • Begin to give reasons why we need to stay safe online. • Can use the internet with adult supervision to find and retrieve information of interest to them. 	<ul style="list-style-type: none"> • Can create content such as a video recording, stories, and/or draw a picture on screen. 	<ul style="list-style-type: none"> • Develops digital literacy skills by being able to access, understand and interact with a range of technologies. 	Internet, website, mouse, images, paint, technology, share, collect, set, sound, communicate, videos, photos, programme
Reception Knowledge	Autumn 1 All About Me	Autumn 2 Changes	Spring 1 Animals Who Live in Cold & Warm Places	Spring 2 Growing	Summer 1 Lifecycles / Mini-Beasts	Summer 2 Journeys
	<ul style="list-style-type: none"> • Can turn on an iPad, open a programme and follow instructions. 	<ul style="list-style-type: none"> • Can explain how to stay safe when using the internet. • Can follow teachers' instructions when using an online interactive programme such as paint or draw. 	<ul style="list-style-type: none"> • Can write a variety of CVC words using a keyboard. 	<ul style="list-style-type: none"> • Can use the iPad and class cameras to take their own images. • Can send a group class email to a different class and wait for a response. 	<ul style="list-style-type: none"> • To collect information about the measurement of plants and see which was the best environment for growing in. 	<ul style="list-style-type: none"> • Can use 'Google' to find out more information about animals and use the images to support their own representations. • Can explain who 'hector' is and why we use him.
E-Safety		Computer Skills		Programming		Word Processing skills
					Data Collection	

N.B - These are our overarching themes that have been mapped to national curriculum subjects in KS1. The knowledge content is identified in the intent subject documents.

KS1 Computing

<u>Year</u>	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
1	Digital Art—Painting Computing Skills	Programming—moving a robot Word processing	Programming on Scratch Jnr E-safety
2	E-Safety Digital Art	Use the internet to collect information Algorithms	Programming—Introduction to animation Presentation skills

KS2 Computing

<u>Year</u>	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
3	E-safety Internet research and communication	Presentation and skills Programming and algorithms—sequence in music	Programming using Scratch Databases
4	Computing Systems and Networks —The Internet Audio Production —Podcasts	Programming—repetition in shapes E—Safety	Programming—repetition in games Project Fake News : A real story
5	Computing Systems and Networks—systems searching Creating Media—Vector drawings	Web pages Creating Media—Video production	Programming—Sensing (microbit) E –Safety
6	Computing Systems and Networks - Communication and collaboration Creating Media—3D modelling	Spreadsheets Programming— Variables in games	E-Safety Programming—Sensing (microbit)