

Computing Year Group overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Nursery	EYFS explore and cover Computing throughout the year in a range of different activities that are offered through continuous provision. These activities include: <ul style="list-style-type: none"> Using digital cameras and iPads to take photos Exploring programmable floor robots using Beebots Considering how to use technology safely Exploring age-appropriate programs on the iPads. Use technology to listen to music playing games on the interactive whiteboard exploring an old typewriter or other mechanical toys watching video clips 					
Reception	EYFS explore and cover Computing throughout the year in a range of different activities that are offered through continuous provision. These activities include: <ul style="list-style-type: none"> Using digital cameras and iPads to take photos Exploring programmable floor robots using Beebots Considering how to use technology safely Exploring age-appropriate programs on the iPads. Use technology to listen to music playing games on the interactive whiteboard exploring an old typewriter or other mechanical toys watching video clips 					
	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.