Computing Curriculum

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	iPad to be out in permanent CP for children to access. Children develop confidence in using technology through independent use of iPads to explore, create, communicate and solve problems, while learning to use simple digital tools safely and purposefully.		Access to paint, 2 paint and Activ inspire both on laptop in CP and IWB to explore creating digital pictures.		To explore using directions (forwards, backwards, RT & LT) to programme a Beebot. SINGLE INSTUCTION AT THIS POINT To identify that objects can be counted	
Reception	iPad to be out in permanent CP for children to access. Children develop confidence in using technology through independent use of iPads to explore, create, communicate and solve problems, while learning to use simple digital tools safely and purposefully.		To explore using directions (forwards, backwards, RT & LT) to programme a Beebot. 2 Step INSTUCTION AT THIS POINT To label objects (label parts of an image drawn) either once printed or digitally.		Begin to use a keyboard for writing, such as labelling images with children's names.	
Year 1	**Introduction to PM**	**Technology all around us**	**Coding**	**Creating & Following Instructions**	**Data explorers**	**Animated stories**
Year 2	**Coding**	**The Internet**	**Questioning**	**Route explorers**	**Spreadsheets**	**Creating pictures**
Year 3	**Coding**	**Email**	**Route planners**	**Spreadsheets**	**Branching databases**	**Presentations (Microsoft, Apple & Google)**
Year 4	**Coding**	**Hardware & Software**	**Effective searching**	**AI**	**Animation**	**Logo**
Year 5	**Coding**	**Databases**	**Spreadsheets**	**Word processing**	**Game creator**	**Concept maps**
Year 6	**Coding**	**Networks**	**Graphing**	**Data Detectives**	**Spreadsheets**	**Blogging**