

Whole School Cycle B Computing Overview

Nursery

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Exploring and operating simple technology Exploring touch-capable technology	Exploring and operating simple technology Exploring touch-capable technology Naming the basic parts of a computer Turning the computer on Beginning to explore how to use the computer	Exploring and operating simple technology Exploring touch-capable technology Naming the basic parts of a computer Turning the computer on Beginning to explore how to use the computer Using age appropriate computer software	Exploring and operating simple technology Exploring touch-capable technology Naming the basic parts of a computer Turning the computer on Beginning to explore how to use the computer Using age appropriate computer software Completing a simple program on a computer	Exploring and operating simple technology Exploring touch-capable technology Naming the basic parts of a computer Turning the computer on Beginning to explore how to use the computer Using age appropriate computer software Completing a simple program on a computer	Exploring and operating simple technology Exploring touch-capable technology Naming the basic parts of a computer Turning the computer on Beginning to explore how to use the computer Using age appropriate computer software Completing a simple program on a computer

EYFS

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Exploring and operating simple technology Exploring touch-capable technology	Naming the basic parts of a computer Turning the computer on Beginning to explore how to use the computer	Beginning to explore how to use the computer Using age appropriate computer software Developing digital literacy skills by being able to access, understand and interact with a range of technologies	Using age appropriate computer software Developing digital literacy skills by being able to access, understand and interact with a range of technologies	Creating content such as a video recording, stories, and/or draw a picture on screen Developing digital literacy skills by being able to access, understand and interact with a range of technologies	Using the internet with adult supervision to find and retrieve information of interest to them Using age appropriate computer software Developing digital literacy skills by being able to access, understand and interact with a range of technologies

KS1

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Computing systems and networks IT around us	Creating media Digital photography	Creating media Digital music	Data and Information Pictograms	Programming A Robot algorithms	Programming B Programming quizzes

LKS2

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Computing systems and networks The internet	Creating media Audio production	Creating media Photo editing	Data and information Data logging	Programming A Repetition in shapes	Programming B Repetition in games

UKS2

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Computing systems and networks Communication and collaboration	Creating media Webpage creation	Creating media 3D modelling	Programming A Variables in games	Programming B Sensing movement	Data and information Introduction to spreadsheets