

Whole School Cycle A 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 Technology around us	Creating media Digital painting	Creating media Digital writing	Data and Information Grouping data	Programming A Moving a robot	Programming B Programming animations

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 Connecting computers	Creating media Stop frame animation	Creating media Desktop publishing	Data and information Branching databases	Programming A Sequencing sounds	Programming B Events and actions in programs

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 Systems and searching	Creating media Introduction to vector graphics	Creating media Video production	Programming A Selection in physical computing	Programming B Selection in quizzes	Data and information Flat-file database