

EYFS: Reception			
Autumn 1	Computing through continuous provision Exploring different forms of technology in the children's daily classroom play.	Autumn 2	Computing systems and networks
			Using a computer Discovering the main parts of a computer and how to use the keyboard and mouse. Learning how to log in and out.
Spring 1	Programming 1	Spring 2	Computing systems and networks
	All about instructions Receiving and giving instructions and understanding the importance of precise instructions.		Exploring hardware Tinkering and exploring with different computer hardware and learning to operate a camera.
Summer 1	Programming 2	Summer 2	Data handling
	Programming Bee-Bots Learning about directions, experimenting with programming a Bee-Bot/Blue-Bot and tinkering with hardware.		Introduction to data Sorting and categorising data and introducing branching databases and pictograms.