In our EYFS settings computing is embedded into our daily provision and is developed alongside the children's own curiosity around digital items. However, the following studies are taught alongside to develop key skills and knowledge.

YEAR GROUP		AUTUMN 1	Autumn 2	SPRING 1	Spring 2	Summer 1	Summer 2
Nursery	Overview Focus	Computing systems & Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
	Main focus	Technology around us	Digital Photography	Moving a Robot	Grouping Data	Digital Drawing	Programming
	Topic Links						
	Final Outcome & Cultural	Identify what technology is used at home and that technology needs electricity or batteries.	To choose the camera icon on a tablet device. Children to take photos of their environment.	Access to Beebots. Children to explore Beebots. Teach forwards and backwards.	Children to explore and be guided to sort themselves according to eye/hair colour. Boys/Girls	Children to experiment with Sketches School. Show children how to change colour.	Development of skills from Spring - using Beebots – forwards/ backwards/left & right
Reception	Main focus	Technology around us	Digital Photography	Moving a Robot	Grouping Data	Digital Drawing	Programming
	Topic Links	Marvellous Me	Fantastic Fantasy	Our Wonderful World – at home	Our Wonderful World – far away	Outdoor Adventures	Suitcases and Sandcastles
	Final Outcome & Cultural	Recall nursery knowledge around technology in the home. **Extend** Explore where technology is used in the home. Which rooms?	To choose the camera icon on a tablet device. Children to take photos of outside close-up and far away – Signs of the Season	Recall Beebots knowledge from Nursery – forwards backwards. **Extend** by following and programming a short-prewritten algorithm.	Children to recall work done in Nursery. **Extend** to create physical pictograms – children line up as a pictogram – needs a picture representation at front of line.	Photograph link to topic seasons – how has the world around us changed – compare photos from Autumn term	Beebots – forwards backwards left and right following and programming a short-prewritten algorithm. **Extend** write and design own algorithm.

	Overview Focus	Computing systems & Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1	Main focus	Technology around us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
	Final Outcome & Cultural	Recognising technology in school and using it responsibly	Choosing appropriate tools in a program to create art and making comparisons with working non-digitally	Writing a short algorithms and programs for floor robots and predicting program outcomes.	Exploring object labels, then using them to sort and group objects by properties.	Using a computer to create and format text, before comparing to writing non-digitally	Designing and programming the movement of a character on screen to tell stories.
Year 2	Main focus	Information technology around us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
	Final Outcome & Cultural	Identifying IT and how it's responsible use improves our world in school and beyond	Capturing and changing digital photographs for different purposes.	Creating and debugging programs and using logical reasoning to make predictions.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	Main Focus	Connecting Computers	Stop Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and actions in programs
	Final Outcome & Cultural	Identifying that digital devices have inputs, processes, and outputs and how devices can be connected to make networks.	Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Creating sequences in block-based programming language to make music.	Building and using branching databases to group objects using yes/no questions.	Creating documents by modifying text, images, and page layouts for a specified purpose.	Writing algorithm and programs that use a range of events to trigger sequences of actions.
Year 4	Main Focus	The internet	Audio Production	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
	Final Outcome & Cultural	Recognising the internet as a network of networks including the WWW and why we should evaluate online content.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using text-based programming language to explore count-controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	Using block-based programming language to explore count-controlled and infinite loops when creating a game.

Year 5	Main Focus	Systems and searching	Video Production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
	Final Outcome & Cultural	Recognising IT systems in the world and how some can enable searching on the internet.	Planning, capturing, and editing video to produce a short film.	Exploring conditions and selection using a programable microcontroller.	Using a database to order data and create charts to answer questions.	Creating images in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.
Year 6	Main Focus	Communication and collaboration	3D modelling	Variables in games	Introduction to spreadsheets	Webpage Creation	Sensing Movement
	Final Outcome & Cultural	Exploring how data is transferred by working collaboratively online.	Planning, developing and evaluating 3D computer models of physical objects.	Exploring variables when designing and coding a game.	Answering questions by using spreadsheets to organise and calculate data.	Designing and creating webpages, considering copyright aesthetics and navigation.	Designing and coding a project that captures inputs from a physical device.