EYFS and KS1 Computing Curriculum		
Computer Science *(computational thinking, programming/coding)*	**Information Technology** *(applying to the real world, wide range of apps and software*	**Digital Literacy** *(use and express themselves safely online)*
A- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions		
B- create and debug simple programs		
C- use logical reasoning to predict the behaviour of simple programs		
D- use technology purposefully to create, organise, store, manipulate and retrieve digital content		
E- recognise common uses of information technology beyond school		
F- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies		

Long Term Plan

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
N	DL	Privacy and Security F School AUP	Online Relationships F Online Reputation F	Online Bullying (PSHE) F Self-Image and Identity F	Health, Wellbeing and Lifestyle F	Managing Online Information E F	Copyright and Ownership F
R	DL	Privacy and Security F School AUP	Online Relationships F Online Reputation F	Online Bullying (PSHE) F Self-Image and Identity F	Health, Wellbeing and Lifestyle F	Managing Online Information E F	Copyright and Ownership F
1	CS						
	IT	Computing Systems and Networks – Technology around us D E	Creating Media – Digital Painting D	Creating Media – Digital Writing D F	Data and Information – Grouping Data D F	Programming A – Moving a Robot A B C	Programming B – Introduction to animation A B C
	DL	Privacy and Security F School AUP	Online Relationships F Online Reputation F (PSHE)	Online Bullying (PSHE) F Self-image and Identity F	Health, Wellbeing and Lifestyle F	Managing Online Information E F	Copyright and Ownership F
2	CS						
	IT	Computing systems and networks – IT Around Us E	Creating Media – Digital photography D	Creating Media – Making Music D	Data and Information – Pictograms D F	Programming A – Robot Algorithms A B C F	Programming B – An introduction to Quizzes A B C F

	DL	Privacy and Security F School AUP	Online Relationships F Online Reputation F (PSHE)	Online Bullying (PSHE) F Self-image and Identity F	Health, Wellbeing and Lifestyle F	Managing Online Information F	Copyright and Ownership F

Year Group	Strand	Required Apps/Programmes/Resources for Children to use
N	***Continuous Provision***	Continuous provision access to toys with pulleys or buttons or levers, iPads, lift-the-flap books, computers, cameras, remote-controlled/floor toys, sound buttons, technology in home corner to roleplay with e.g., phones, laptop, clocks, timers
R	***Continuous Provision***	Continuous provision access to toys with pulleys or buttons or levers, iPads, lift-the-flap books, computers, cameras, remote -controlled/floor toys, sound buttons, technology in home corner to roleplay with e.g., phones, laptop, clocks, timers
1	Computing Systems and Networks – Technology around us	None – Only teacher resources/slides/sheets required which are on the lesson plans.
	Creating Media – Digital Painting	Paintz.app online app or Microsoft Paint
	Creating Media – Digital Writing	Google Docs and Microsoft Word
	Data and Information – Grouping Data	Cubes or Counters.

	Programming A – Moving a Robot	BeeBots
	Programming B – Introduction to animation	Scratch JR.
2	Computing systems and networks – IT Around Us	None – Only teacher resources/slides/sheets required which are on the lesson plans.
	Creating Media – Digital photography	Pixlr, iPads, a SmartPhone, Digital Camera
	Creating Media – Making Music	Chrome Music Lab and The Song Maker Tool
	Data and Information - Pictograms	J2Data
	Programming A – Robot Algorithms	Whiteboards and Pens.
	Programming B – An introduction to Quizzes	Scratch JR.