

Curriculum Overview: Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	In Nursery, children have opportunities to access ICT equipment during continuous provision. During this time children are taught how to handle and use the equipment safely, exploring how it works. In Nursery, the children will be able to give a command to a coding critter (forwards, backwards, turn) and input the code to achieve a desired outcome.					
Reception	In Reception, children learn basic keyboard and mouse skills. Children have opportunities to use ICT in class during lessons and through continuous provision. The children will be able to give a command to a coding caterpillar (forwards, backwards, turn) and input the code to achieve a desired outcome.					
	Project Evolve Self-image and identify Online bullying	Project Evolve Online relationships	Project Evolve Copyright and ownership	Project Evolve Managing online information	Project Evolve Health, well-being and lifestyle	Project Evolve Privacy and security
Year 1	Technology Around Us Identify technology, identify a computer and its main parts, use a mouse in different ways, use a keyboard to type on a computer and edit text, create rules for using	Project Evolve Online Reputation Online Bullying Health, wellbeing and lifestyle	Digital Painting Describe what different freehand tools do, use the shape tool and line tools, make careful choices when painting a digital picture, explain why I chose the tools I used, use a	Project Evolve Self-image and Identity Privacy and Security Copyright and Ownership	Moving a Robot Explain what a given command will do, act out a given word, combine 'forwards' and 'backwards' commands to make a sequence, combine four direction	Project Evolve Online Relationships Managing Online Information

	technology responsibly		computer on my own to paint a picture, compare painting a picture on a computer and on paper		commands to make sequences, plan a simple program, find more than one solution to a problem	
Year 2	Technology Around Us Recognise the uses and features of information technology, identify the uses of information technology in the school and beyond the school, explain how information technology helps us and how to use it safely, recognise that choices are made when using information technology	Project Evolve Health, wellbeing and lifestyle Online Reputation Online Bullying	Digital Photography Use a digital device to take a photograph, make choices when taking a photograph, describe what makes a good photograph, decide how photographs can be improved, use tools to change an image, recognise that photos can be changed	Project Evolve Privacy and Security Copyright and Ownership Self-image and Identity	Robot Algorithms Describe a series of instructions as a sequence, explain what happens when we change the order of instructions, use logical reasoning to predict the outcome of a program, explain that programming projects can have code and artwork, design an algorithm, create and debug a program	Project Evolve Managing Online Information Online Relationships