# Curriculum Overview: Computing

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| 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. | | | | | |
| Reception | In Reception, children learn basic keyboard and mouse skills. Children have opportunities to use ICT in class during lessons and through continuous provision. | | | | | |
| | 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 technology responsibly | Project Evolve Self-image and Identity Health, wellbeing and lifestyle Privacy and Security | 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 computer on my own to paint a picture, compare painting a picture | Project Evolve Copyright and Ownership Managing Online Information | 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 commands to make sequences, plan a simple program, find more than one | Project Evolve Online Relationships Online Reputation Online Bullying |

| | | | on a computer and on paper | | solution to a problem | |
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| Year 2 | **Technology Around Us**<br>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**<br><br>Health, wellbeing and lifestyle<br>Online Reputation<br>Online Bullying | **Digital Photography**<br>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**<br><br>Privacy and Security<br>Copyright and Ownership<br>Self-image and Identity | **Robot Algorithms**<br>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**<br><br>Managing Online Information<br>Online Relationships |