Curriculum Overview: Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery						
Reception						
Year 1	**Technology Around Us** Identify technology, identify a computer and it's 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	**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 on a computer and on paper	**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 solution to a problem	**Online Relationships** **Online Reputation** **Online Bullying**
Year 2	**Technology Around Us** Recognise the uses and features of	**Health, wellbeing and lifestyle** **Online Reputation** **Online Bullying**	**Digital Photography** Use a digital device to take a	**Privacy and Security** **Copyright and Ownership**	**Robot Algorithms** Describe a series of instructions as a sequence, explain	**Managing Online Information** **Online Relationships**

	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		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	**Self-image and Identity**	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	

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