



Trawden Forest Primary School Computing Overview

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Learning Goals	Whiteboard	iPad activities	Technology all around	Beebots	Photography using iPads	Selecting technology for a purpose
Year 1	Technology around us Trawden Non-Negotiables	Digital Painting	Moving a robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology around us Trawden Non-Negotiables	Digital Photography	Robot Algorithms	Pictograms	Making Music	An Introduction to Quizzes
Year 3	Connecting Computers Trawden Non-Negotiables	Stop-frame Animation	Sequence in Music	Branching Databases	Desktop Publishing	Events and Actions
Year 4	The Internet Trawden Non-Negotiables	Audio Editing	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Sharing Information Trawden Non-Negotiables	Video Editing	Selection in Physical Computing	Flat-File Databases	Vector Drawing	Selection in Quizzes
Year 6	Communication Trawden Non-Negotiables	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing	Web Page Creation

Each Year Group will also spend 1 lesson each half term focussing on an aspect of Online Safety.



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Computing in EYFS			
Three and Four-Year-Olds	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Remember rules without needing an adult to remind them.
	Physical Development		<ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting.
	Understanding the World		<ul style="list-style-type: none"> Explore how things work.
Reception	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: <ul style="list-style-type: none"> - sensible amounts of 'screen time'.
	Physical Development		<ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design		<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG	Personal, Social and Emotional Development	Managing Self	<ul style="list-style-type: none"> Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.
	Expressive Arts and Design	Creating with Materials	<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.