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| A logo with a bird and text  Description automatically generated | Computing Curriculum Overview | | | | | |
|  | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
| EYFS | Three and Four-Year-Olds | Personal, Social and Emotional Development | | * Remember rules without needing an adult to remind them. | | |
| Physical Development | | * Match their developing physical skills to tasks and activities in the setting. | | |
| Mathematics | | * Solve real world mathematical problems with numbers up to 5. * Discuss routes and locations, using words like ‘in front of’ and ‘behind’. * Notice and correct an error in a repeating pattern. * Begin to describe a sequence of events, real or fictional, using words such as ‘first’, ‘then. | | |
| Understanding the World | | * Explore how things work. | | |
| Reception | Personal, Social and Emotional Development | | * Show resilience and perseverance in the face of a challenge. * Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of ‘screen time’. | | |
| Physical Development | | * Develop their small motor skills so that they can use a range of tools competently, safely and confidently. | | |
| Mathematics | | * Count objects, actions and sounds. * Link the number symbol (numeral) with its cardinal number value. * Select, rotate and manipulate shapes to develop spatial reasoning skills. * Continue, copy and create repeating patterns. | | |
| Expressive Arts and Design | | * Explore, use and refine a variety of artistic effects to express their ideas and feelings. | | |
| ELG | Personal, Social and Emotional Development | | * Managing Self | | |
| Expressive Arts and Design | | * Creating with Materials | | |
| Y1/2  (A) | **Twinkl**  Painting (Y1) / Programming Toys (Y1) / Scratch Jr app (Y1)  Create pictures of toys using a paint programme/drawing app. Take photos of toys and type captions using apps such as ‘Popplet.’ | | **Twinkl**  Presentation Skills (Y2) / Online Safety (Y1)  Use ICT to record space music and create a video clip to accompany the soundscape.  Create a power point presentation about a pioneer. | | **Twinkl**  Word Processing Skills (Y1) / Using & Applying (Y2) | |
| Y1/2  (B) | **Twinkl**  Computer Skills (Y1) / Using & Applying (Y1) | | **Twinkl**  Online Safety & Using the Internet (Y2) / Preparing for Turtle LOGO (Y2) | | **Twinkl**  Computer Art (Y2) / Programming Turtle, LOGO & Scratch (Y2)  Use programmes such as ‘I can Animate’ to explain the role of a pilot. | |
| Y3/4  (A) | **Twinkl**  Internet Research & Communication (Y3) / Word Processing (Y3/4)  Use the internet to research life in the Stone Age – particularly life on Skara Brae.  In role as explorers write blogs detailing their archaeological discoveries about Ancient Egypt. | | **Twinkl**  Presentation Skills (Y3) / Online Safety (Y4)  Use programmes e.g. Tagxedo to present key ideas. | | **Twinkl**  Programming Turtle, LOGO & Scratch (Y3) / Using & Applying (Y4)  Use programming to create invasion art linked to a Roman battle. | |
| Y3/4  (B) | **Twinkl**  Scratch: Questions & Answers (Y4) / Programming Turtle LOGO (Y4)  Use computer-based mapping programmes (Google Earth etc.) to explore world environments. | | **Twinkl**  Online Safety (Y3) / Drawing & Desktop Publishing (Y3)  Use apps and media programmes to create a news report showing what life was like during the United Kingdom’s short time as a republic. | | **Twinkl**  Animation (Y4) / Using & Applying (Y3)  Use tablets and computers to research different modes of transport and key figures.  Use programmes such as ‘tagxedo’ and ‘tag galaxy.  Children will search for and use information from a range of sources and make decisions about the usefulness of that information.  Children will use ICT to research information and present findings in a variety of different ways. | |
| Y5/6  (A) | **Twinkl**  3D Modelling SketchUp (Y5) / Kodu Programming (Y6)  Create eBooks based on famous Viking figures.  Use apps to create a tour around a Viking settlement. | | **Twinkl**  Spreadsheets (Y6) / Online Safety (Y5)  Use spreadsheets to organise and present data linked to the bridge challenge. | | **Twinkl**  Radio Station (Y5) / Using & Applying (Y6)  Use computing techniques to create final multi-media presentations based on learning. | |
| Y5/6  (B) | **Twinkl**  Flowol (Y5) / Scratch 3.0 Developing Games (Y5)  Use and search the internet effectively and safely. | | **Twinkl**  Scratch Animated Stories (Y6) / Online Safety (Y6) | | **Twinkl**  Film Making (Y6) / Using & Applying (Y5)  Use ‘Morpho’ or another app to create a virtual volcano expert. | |