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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.
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| Physical Development | * Match their developing physical skills to tasks and activities in the setting.
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| 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.
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| Understanding the World | * Explore how things work.
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| 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’.
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| Physical Development | * Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
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| 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.
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| Expressive Arts and Design | * Explore, use and refine a variety of artistic effects to express their ideas and feelings.
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| ELG | Personal, Social and Emotional Development | * Managing Self
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| Expressive Arts and Design | * Creating with Materials
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| 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. |