



ELBURTON PRIMARY SCHOOL – COMPUTING CURRICULUM MAP



	Autumn	Spring	Summer
EYFS 1	Computing (understanding the world – technology)		
	Children in our Pre-school begin to become more aware of technology . They are taught how to select their own dinner choices competently and confidently from the interactive whiteboard , when entering in the morning. The children have a range of technology in the role play, where they ‘act out’ using the technology (such as a keypad, camera, calculator) responsibly and respectfully. Children begin using tapestry as a platform to publish school and home learning . They relate technology to understanding of their own world and sharing their own news. Children will learn to safely use the learn pads and iPads to take photos and research information ; for example, before going on a school trip to a farm in term 4. They will also use iPads to support their weekly Forest School session, by taking photos and researching minibeasts and things they find outside during Term 5.		
EYFS 2	Computing (understanding the world – technology)		
	Children in our Reception classes learn to use technology in a responsible, competent, and confident manner on a day-to-day basis during their independent learning through the use of Bee-Bots and iPads. However, it is in Term 3 where their developing knowledge of computing is brought to life especially through their topic ‘Where in the World?’. Here children will learn about early programming and algorithms as they program Bee-Bots around Antarctic ice shelves and understand the purposes of exploring equipment such as thermals and snow shoes. They will begin to think logically about the equipment needed to become a real life explorer, as well as exploring how video and photographic footage is available for us to look at. Throughout the year, children will begin to understand the scope of technology; for example when they use Google Earth to look at a view from space as part of their ‘Let’s go on an adventure’ topic. The planned experiences and opportunities that the children encounter provide with them with firm foundations to build upon their knowledge and develop digital literacy for future learning.		
Year 1	Digital Literacy Online safety and explore Purple Mash	Computer Science Maze Explorers	Information Technology Coding
	Digital Literacy Technology outside school	Computer Science Coding	Information Technology Animated Story Books
Year 2	Digital Literacy Online Safety	Computer Science Coding	Information Technology Creating Pictures and Making Music
	Digital Literacy Effective Searching		Information Technology Spreadsheets
Year 3	Information Technology Touch Typing	Digital Literacy Email	Computer Science Coding
	Digital Literacy Online Safety	Information technology Presenting with PowerPoint	
Year 4	Digital Literacy Online Safety	Computer Science Coding	Computer Science Logo
	Information Technology Effective searching		Information Technology Animation
Year 5	Digital Literacy Online Safety	Computer Science Coding	Computer Science Game Creator
	Information Technology Databases		
Year 6	Digital literacy Online Safety	Computer science Coding	Information technology Quizzing
	Information technology Spreadsheets		Computer science Blogging