

	Autumn		Spring		Summer	
EYFS 1	Computing (understanding the world – technology)					
	Children in our Pre-school begin to become more aware of <b>technology</b> . They are taught how to <b>select their own dinner choices competently and confidently</b> from the <b>interactive whiteboard</b> , 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 <b>tapestry</b> as a platform to <b>publish</b> school and <b>home learning</b> . They relate technology to understanding of their own world and <b>sharing</b> their own news. Children will learn to safely use the <b>learn pads</b> and <b>iPads</b> to take photos and <b>research information</b> ; 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 <b>technology</b> in a <b>responsible, competent, and confident</b> 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 <b>firm foundations</b> to build upon their knowledge and develop <b>digital literacy</b> for future learning.					
Year 1	Digital literacy	Digital literacy	Computer science	Computer science	Information technology	Information technology
	Technology outside school	Online safety and explore Purple Mash	Maze Explorers	Coding	Coding	Animated Story Books
Year 2	Digital literacy	Digital literacy	Computer science		Information technology	Information technology
	Online Safety	Effective Searching	Coding		Creating Pictures and Making Music	Spreadsheets
Year 3	Information technology	Digital literacy	Digital literacy	Information technology	Computer science	
	Touch Typing	Online Safety	Email	Presenting with PowerPoint	Coding	
Year 4	Digital literacy	Information technology	Computer science		Computer science	Information technology
	Online Safety	Effective searching	Coding		Logo	Animation
Year 5	Digital literacy	Information technology	Computer science		Computer science	
	Online Safety	Databases	Coding		Game Creator	
Year 6	Digital literacy	Information technology	Computer science		Information technology	Computer science
	Online Safety	Spreadsheets	Coding		Quizzing	Blogging