

Computing curriculum Cycle A

Topics	Autumn 1 Magical Me!	Autumn 2 Toys	Spring 1 Here we go!	Spring 2 Dinosaurs	Summer 1 Africa	Summer 2 Bridges
EYFS	<p>Computing systems and networks Recognise and name digital devices that are used at home and in school.</p>	<p>Creating media Choose the right device for the job e.g. camera for photos, a tablet to draw.</p>	<p>Programming Follow a set of instructions. Create a simple set of instructions. Predict if instructions will work.</p>	<p>Data and information Present information in a bar chart, discussing how information is organised.</p>	<p>Creating media Create a picture or drawing using simple tools. I can name my work. I can print my work.</p>	<p>Programming I can follow a simple set of instructions using a floor robot.</p>
<p>During the year the children will have opportunities to use the internet to search for information, play interactive games, watch videos and listen to music.</p>						
Year 1	<p>Computing systems and networks Technology Around Us Recognising technology in school and using it responsibly</p>	<p>Creating media Digital painting Choosing appropriate tools in a program to create art and making comparisons with working non-digitally</p>	<p>Programming A Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes</p>	<p>Data and information Grouping data Exploring object labels, then using them to sort and group objects by properties</p>	<p>Creating media Digital writing Using a computer to create and format text, before comparing to writing non-digitally</p>	<p>Programming B Programming animations Designing and programming the movement of a character on screen to tell stories</p>

Year 2	Computing systems and networks Information technology around us Identifying IT and how its responsible use improves our school and beyond	Creating media Digital photography Capturing and changing digital photographs for different purposes	Programming A Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions	Data and information Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer	Creating media Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	Programming B Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz
Internet safety teaching and learning will take place each half term through computing, other relevant subject areas and assemblies.						