



Computing Curriculum Overview

EYFS

Reception
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'.
Undertake a variety of tasks with digital devices such as Beebots and iPads.
Tinker with different devices, including iPads, electronic toys and broken gadgets.
Give verbal instructions for activities such as making bread or making rules for playground games.
Learn about online safety using a range of age-appropriate books and videos.
Control devices to develop pupils' understanding of left and right, along with directional language.

Key Stage 1

Year 1	Year 2
Use Project Evolve to learn about online safety and digital citizenship.	Use Project Evolve to learn about online safety and digital citizenship.
Know that algorithms are simple instructions.	Know how to use block programming on Scratch Jr to program a sprite to move around the screen of a digital device.
Know how to follow created design to program a Beebot to complete a given task.	Know what is meant by debug and then begin to debug by identifying mistakes in pre-existing code and designs.
Know that photographs are pieces of data that can be stored on a computer/tablet.	Know that 2Simple 2Question sorts data by storing the answers to yes/no questions.
Know how to tinker using 2Simple 2Paint by changing the colour and pen tools.	Know how to tinker using 2Simple 2CreateAStory by changing fonts, adding colour, movements and sound.
Know how to develop familiarity and correct use of a keyboard to add some text.	Know how to be more familiar with the keyboard.
Know types of technology used at home and in the classroom.	Know that information comes from different places and opinion.

Key Stage 2

Year 3	Year 4	Year 5	Year 6
<p>Use Project Evolve to learn about online safety and digital citizenship.</p> <p>Know how to use block programming to continuously animate a sprite on Scratch.com using a forever loop and costume changes.</p> <p>Know how to debug by identifying mistakes in code and designs and recognise when to correct these.</p> <p>Know how to use Google Sheets to create a table and fill in with collected data (number).</p> <p>Know how to manipulate an image by tinkering with colour, shapes, pen tools, filters etc.</p> <p>Know the difference between the World Wide Web and the Internet.</p> <p>Know how to use Swiggle (a child friendly search engine) to research chosen topic.</p>	<p>Use Project Evolve to learn about online safety and digital citizenship.</p> <p>Know how to write pseudocode to design a program to control a physical system (Edison Programming Robot).</p> <p>Know how to use block programming to create an algorithm on EdBlock to control a physical system by using a loops and conditional statements.</p> <p>Know that a data logger can be used to collect and store temperature on the 'Bluetooth Data Logger' app.</p> <p>Know how to use this stored data to create a bar chart to make comparisons.</p> <p>Know how to use Microsoft PowerPoint to add images, text, animations, sounds and transitions to create and present a presentation about a topic.</p> <p>Know how to create a hyperlink and add to a research document.</p>	<p>Use Project Evolve to learn about online safety and digital citizenship.</p> <p>Know how to create a design for a 'collecting' game using storyboards, making predictions of what the code will do and why.</p> <p>Know how to use block programming on Scratch.com to create a simple collecting game using loops, if statements, variables and input and output.</p> <p>Know how to present and manipulate data in a spreadsheet using Microsoft Excel, by tinkering with colour and text tools on their set chart type e.g., pie charts, scatter diagrams.</p> <p>Know how to use Audacity to record and edit a podcast whilst tinkering with the voice manipulation to decide on what works best for their purpose.</p> <p>Know what is meant by copyright by accessing images from https://www.photosforclass.com/.</p> <p>Know that there are different forms of online collaboration and practise doing so e.g. use of a class blog to share work.</p>	<p>Use Project Evolve to learn about online safety and digital citizenship.</p> <p>Know why pseudocode is used by computer scientists in the industry and use this to design an algorithm.</p> <p>Know how to use Python to create an algorithm by tinkering with the use of forever loops, if statements, variables and input/output on EdPy using the Edison robots.</p> <p>Know how to record and present data in a graph using Microsoft Excel, whilst tinkering with available tools and chart types.</p> <p>Know how to plan, film and edit a short film using more complex editing tools (Video Editor).</p> <p>Know how to tinker with the editing tools e.g. sound effects, text, images, manipulation tools to create an effective mood for the given purpose.</p> <p>Know that there are different forms of online communication and practise doing so e.g., Send an email through Google Classroom.</p>