



Computing Whole School Curriculum Map - 2024/25

Although computing is not explicitly part of the EYFS framework, it is during this stage that children begin to lay the groundwork for computational thinking—a key thread that runs through Years 1-6 of the National Curriculum.

In today's digital world, technology is deeply embedded in the lives of young children. Providing them with early access to computing helps them develop essential skills such as listening, problem-solving, and critical thinking, while also enhancing their abilities across the seven areas of learning. By introducing computing at this stage, we ensure that children are well-prepared for their formal computing lessons in Year 1.

This progression of skills takes a personalised approach, combining hands-on experiences with the children in our setting and adapted elements from the Birth to 5 framework, which still includes technology. This approach ensures that technology is meaningfully integrated into early learning and supports children's development in a variety of ways.

<u>Digital literacy</u>	<ul style="list-style-type: none">• Develops digital literacy skills by being able to access, understand and interact with a range of technologies.• I can give simple examples of rules when staying safe online.• I can give examples of devices in my home that might be connected to the internet.• I can give examples of when I should ask permission to do something online and explain why this is important.• I can recognise some ways in which technology might be used to communicate with people I know.
<u>Computer Science</u>	<ul style="list-style-type: none">• Completes a simple program on electronic devices such as bee bot or a coding app.• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.• Knows that information can be retrieved from digital devices and the internet.• Shows an interest in technological toys with knobs, pulleys, real objects such as cameras and touchscreen devices such as mobile phones and tablets.
<u>Information Technology</u>	<ul style="list-style-type: none">• Can create content such as video recording, stories and drawing pictures on a screen.• Uses IT hardware to interact with age-appropriate apps.• Can use the internet with adult supervision to find and retrieve information of interest to them. Input commands using a mouse to control a cursor and use the left click to select options OR use finger control to interact with a tablet (double tap, swipe) Input commands using the space bar, backspace, enter, letters and numbers on a keyboard on any device (including on a tablet).• Manage a device by correctly closing websites or apps and safely turning on and off.• Knows how to operate simple equipment e.g. – turn on the interactive board, use a remote control.

Year Group	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 1	Technology around us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming animations
Year 2	Information Technology around the us	Digital photography	Robot Algorithms	Pictograms	Digital Music	Programming quizzes
Year 3	Connecting Computers NW, CS	Stop-frame animation ET, CM	Sequencing sounds PG, DD	Events and actions PG, DD	Branching databases DI, ET	Desktop publishing ET, CM
Year 4	The internet NW, SS	Repetition in Shapes AL, PG	Repetition in Shapes AL, PG	Photo editing ET, CM	Microbits Introduction (Data Logging) CS, DI	Repetition in games PG, DD
Year 5	Computing systems and networks NW, ET	Creating Media- Video production CM, DD	Programming A- Selection in physical computing PG, CS	Data and information – Flat-file databases DI, ET	Creating media - Introduction to vector graphics ET, CM	Bespoke Mircrobits Programming B – Selection in quizzes AL, PG
Year 6	Internet communication NW, ET	Webpage creation CM, DD	Variables in games PG, DD	Introduction to spreadsheets ET, DI	3D modelling ET, CM	Microbits-Sensing PG, CS