



'Exceeding expectations, raising aspirations'

Aims:						
<ul style="list-style-type: none"> • Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. • Can analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems. • Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems • Are responsible, competent, confident and creative users of information and communication technology. 						
Cycle 1	All About Me	Let's Celebrate	Long, long ago...	On the farm	Nursery Rhymes	Real Life Hero
Cycle 2	Home Sweet Home	Light and Dark	Go wild	In my garden	Traditional	When I grow up
Nursery	<p>Personal, Social and Emotional Development</p> <ul style="list-style-type: none"> • Remember rules without needing an adult to remind them <p>Physical Development</p> <ul style="list-style-type: none"> • Match their developing physical skills to tasks and activities in the setting. <p>Understanding the World Explore how things work.</p>					
Reception	<p>Personal, Social and Emotional Development</p> <ul style="list-style-type: none"> • 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'. <p>Physical Development</p> <ul style="list-style-type: none"> • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. <p>Expressive Arts and Design</p>					



	Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG- Personal, Social and Emotional Development	<p>Managing Self</p> <ul style="list-style-type: none"> Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. <p>Explain the reasons for rules, know right from wrong and try to behave accordingly.</p>
ELG- Expressive Arts and Design	<p>Creating with Materials.</p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Nursery	Match their developing physical skills to tasks and activities in the setting. SMART RULES. PROJECT EVOLVE. COMPUTATIONAL THINKING – BAREFOOT COMPUTING.				Explore how things work.	Remember rules without needing an adult to remind them.
EYFS Reception	<p>SMART RULES.</p> <p>PROJECT EVOLVE.</p> <p>COMPUTATIONAL THINKING – BAREFOOT COMPUTING.</p> <p>Explore, use, and refine a variety of artistic effects to express their ideas and feelings.</p>	<p>Know and talk about the different factors that support their overall health and well-being: - sensible amounts of screen time.</p> <p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p>	<p>Show resilience and perseverance in the face of challenge.</p> <p>Explore, use, and refine a variety of artistic effects to express their ideas and feelings.</p>	Explore, use, and refine a variety of artistic effects to express their ideas and feelings.	Explore, use, and refine a variety of artistic effects to express their ideas and feelings.	Explore, use, and refine a variety of artistic effects to express their ideas and feelings.

Year



		Explore, use, and refine a variety of artistic effects to express their ideas and feelings.				
Year 1	COMPUTING SYSTEMS AND NETWORKS Technology around us Online Safety	CREATING MEDIA Digital Painting	PROGRAMMING A Moving a robot	PROGRAMMING B Introduction to animation	DATA AND INFORMATION Grouping data Online Safety	CREATING MEDIA Digital writing Online Safety
Year 2	COMPUTING PROGRAMMING A Robot algorithms	PROGRAMMING B Introduction to quizzes	CREATING MEDIA Making music Online safety	CREATING MEDIA Digital photography	SYSTEMS AND NETWORKS Information technology around us Online safety	DATA AND INFORMATION Pictograms Online safety
Year 3	DATA AND INFORMATION Branching databases	CREATING MEDIA Stop frame animation Online safety	PROGRAMMING A Events and actions	PROGRAMMING B Sequence in music	CREATING MEDIA Desktop publishing Online safety	COMPUTING SYSTEMS AND NETWORKS Connecting Computers
Year 4	COMPUTING SYSTEMS AND NETWORKS The internet	CREATING MEDIA Photo editing Online safety	DATA AND INFORMATION Data logging	PROGRAMMING A Repetition in games	PROGRAMMING B Repetition in shapes	CREATING MEDIA Audio editing Online safety
Year 5	COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA	CREATING MEDIA Video editing – music	PROGRAMMING B Selection in quizzes	PROGRAMMING A	DATA AND INFORMATION



	Sharing information Online safety	Vector drawing Online safety	and sound Online safety		Selection in physical computing	Flat-file databases
Year 6	COMPUTING SYSTEMS AND NETWORKS Communication Online safety	CREATING MEDIA 3D modelling Online safety	DATA AND INFORMATION Spreadsheets	PROGRAMMING B Sensing – Micro bits	PROGRAMMING A Variables in games	CREATING MEDIA Web page creation Online safety

At the start of each new academic year, the children will undertake a lesson on SMART rules.

At the start of each new term, the children will complete a knowledge map to enable staff to plan additional lessons related to online behaviour and internet safety for that term.