

Computing Curriculum Road Map

EYFS – Understanding the World

Computing

Technology

KS1

Improving mouse skills

Algorithms - unplugged

Rocket to the Moon

What is a computer ?

Algorithms and debugging

Word Processing

Use technology to create digital content

Beebots

Basic concepts of algorithms and fundamental principles

Skills showcase

Understand how the internet can provide multiple services

Recognise common uses of IT beyond school

Use Technology to retrieve digital content

Digital Imagery

LKS2

Emailing

ISS Station

Stop motion

Scratch Jr

Intro to Data

Design and debug systems

Programming-Scratch

Use logical reasoning to explain simple algorithms

Online safety

Video Trailers

Website Design

Further coding with Scratch

Computational thinking

Networks and the internet

Comparison Cards – Data Handling

Use a variety of software to design , create and present data

Understand networks and evaluate digital content

Curriculum Plan

In EYFS children are taught about 'Technology' as part of their 'Understanding the World' developmental matters. Children in nursery are encouraged to comment and ask questions about aspects of their familiar world, and to become familiar with simple technologies such as lights and sounds. Children develop an understanding of technology and its multiple uses. Throughout Reception children continue develop their exposure to a variety of hardware materials.

In KS1 we teach computing every week with different termly topics to build on prior knowledge and to introduce new key concepts.

In KS2 we continue to embed basic computational concepts and expand of children's knowledge of wide uses for technology such as networks as well as revisiting previous skills that have been taught to deepen understanding of the subject.

Across school online safety is embedded across all key stages with online safety topics for every cohort for each term and online safety day which is run across the school. Children have to agree to an AUP and parental involvement is essential



