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| **Subject** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **EYFS** | What is computing and what do we use?  Turning electronic devices on and off.  Interactive whiteboard programmes  Push button toys – How these work and the impact of their actions.  Walkie Talkies – using ICT as a way of communication.  Ipad programmes e.g. paint and drawing programmes to complete programmes and experiment with controls. | | Cameras – how these record a snapshot, how they turn on, how their actions complete a control, control of view.  Videoing using I-pads – control of view, understanding how to start and stop their videos.  Programming Beebots – effect of actions, problem solving.  CD Player – turning on and off, volume control, CD music choice. | | Consolidation and independence and accessing and using a range of computing equipment. | |
| **1** | Using Ipads to enhance the curriculum through Reading Eggs/Mathletics  Programming beebots using symbol cards BeeBots, | | Using Ipads to enhance the curriculum through Reading Eggs/Mathletics  Word processing – laptops  Programming Beebots using the Ipads | | Consolidation and independence of previous programmes and equipment  Using Ipads for videoing and painting programmes | |
| **2** | Using Ipads to enhance the curriculum through Reading Eggs/Mathletics  Programming Beebots using the Ipads | | Using Ipads to enhance the curriculum through Reading Eggs/Mathletics  Word processing – laptop  BBD dance typing  Daisy the Dinosaur | | Consolidation and independence of previous programmes and equipment  Using Ipads for videoing and painting programmes  Hopscotch (iPad) | |
| **3 and 4** | Basic coding using Scratch  Evaluating/Decomposing an example game  Creating own game using instructions  (Scratch – Dressing up/Music machine) | Basic coding using Scratch  Evaluating/Decomposing an example game  Creating own game using instructions  Creating a conversation using instructions  (Scratch – Smoking Car/Basic Conversation) | Using Ipads to for creating videos/films using iMovie app  Able to edit and improve their work using iMovie to create a final product (learning skills ready for later topic for movie night) | Typing skills –  Using the correct technique for typing and speed test.  E-safety  Using the internet safely when researching and communicating online. | Coding using Scratch (developed from Autumn Term)  Evaluating/Decomposing games  Creating own game by testing out different algorithms  iMovie app  Able to edit and improve their work using iMovie to create a final product  Map work linked in with Geography- google maps and aerial views | Coding using Scratch (developed from Autumn Term)  Evaluating/Decomposing games  Creating own game by testing out different algorithms  Map work linked in with Geography- google maps and aerial views |
| **5 and 6** | Primary Games Maker  Kodu  Pupils to design and write programmes to achieve certain goals.  They will create and programme their own game. During this phase they should create a new world, decorate, program, test, debug if necessary, improve if possible, retest. Encourage children to find errors with their own programming rather than CT fixing issue | Warning Zone Trip  use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact  Stop Motion Animation |  |  | Conversation  Coin Sorter  Counting Machine | Crab Maze Game  Plan and Create a Clock  Cartesian Coordinates |