

Ladysmith Federation

EYFS and Key Stage 1 computing Overview

	Autumn		Spring		Summer	
EYFS Early Learning Goals	Effective Computing teaching will introduce and embed skills required for the following areas of learning: <ul style="list-style-type: none"> - Personal, Social and Emotional Development (PSED) - Physical Development (PD) - Understanding the World (UTW) - Expressive Art and Design (EAD) 					
Nursery	During the children's time in Nursery they will be learning to (from Development Matters): Remember rules without an adult needing to tell them (PSED) ; match developing physical skills to tasks and activities in the setting (PD); explore how things work (UTW)					
Reception	During Reception children will be learning to (from Development Matters): Show resilience in the face of challenges (PSED); understand and adhere to the need for sensible screen time (PSED); develop small motor skills in order to use a range of tools competently, safely and confidently (PD); explore, use and refine a variety of artistic effects to express their ideas and feelings (EAD)					
Year 1	AUP; Online Safety; Technology around us	Digital Painting	Programming A – Moving a Robot	Digital Writing	Programming B – Programming Animations	Programming B – Programming Animations
Year 2	AUP; Online Safety; Information Technology Around Us	Information Technology Around Us	Creating Media – Digital Photography	Creating Media – Digital Music	Programming A – Robot Algorithms	Programming B – Programming Quizzes
Key Stage 2 computing Overview						
	Autumn		Spring		Summer	
Year 3	Computing Systems and Networks – Connecting computers	Creating Media – Stop-frame animation	Programming A – Sequencing sounds	Data and Information – Branching databases	Creating Media – Desktop publishing	Programming B – Events and actions in progress
Year 4	Computing Systems and Networks – The Internet	Creating Media – Audio production	Programming A – Repetition in shapes	Data and Information – Data logging	Creating Media – Photo editing	Programming B – Repetition in games
Year 5	Computing Systems and Networks – Systems and searching	Creating Media – Video production	Programming A – Selection in physical computing	Data and Information – Flat-file databases	Creating Media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing Systems and Networks – Communication and collaboration	Creating Media – Web page creation	Programming A – Variables in games	Data and Information - Spreadsheets	Creating Media – 3D modelling	Programming B – Sensing movement