

# Computing Curriculum Map

EYFS

Unit and Term	Skills to be covered What should the children be able to do?	Knowledge to be covered What should the children know?	Vocabulary
(Delivered across the year through cross-curricular experiences and continuous provision)	<p><b><u>Computational Thinking</u></b></p> <ul style="list-style-type: none"> <li>- Make toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>- Turn on and operate electronic equipment.</li> </ul> <p><b><u>Information Technology</u></b></p> <ul style="list-style-type: none"> <li>- Talk about different kinds of information such as pictures, video, text and sound.</li> <li>- Use technology purposefully e.g. make a picture using 2Simple or Paint</li> <li>- Understand that information can be retrieved from computers.</li> <li>- Interact with age-appropriate computer software.</li> </ul> <p><b><u>Digital Literacy</u></b></p> <ul style="list-style-type: none"> <li>- Ask an adult for help to use the internet and tell them if something worrying happens.</li> <li>- Talk about how to be careful with technology devices.</li> <li>- Recognise that a range of technology (e.g. washing machines, TV remotes, DVD players, toys with buttons) is used in places such as homes and schools.</li> <li>- Select and use technology for particular purposes.</li> </ul>	<p><b><u>Computational Thinking</u></b></p> <ul style="list-style-type: none"> <li>- To understand cause and effect e.g. the result of giving an instruction</li> </ul> <p><b><u>Information Technology</u></b></p> <ul style="list-style-type: none"> <li>- To begin to recognise how technology is used in different jobs e.g. walkie talkies, phones, computers.</li> <li>- To begin to know how technology helps us with our learning.</li> </ul> <p><b><u>Digital Literacy</u></b></p> <ul style="list-style-type: none"> <li>- To know why I need to stay safe when I am using technology</li> <li>- To know what to do and who to talk to if I am feeling worried when I am using technology.</li> </ul>	<p>on, off, play, turn, press, computer, camera, ipad, click, tool</p> <p>safety, responsibility</p>

# Computing Curriculum Map

Year 1

Unit and Term	Skills to be covered What should the children be able to do?	Knowledge to be covered What should the children know?	Vocabulary
Autumn Term	<p><b><u>Computer Systems &amp; Using Technology</u></b></p> <ul style="list-style-type: none"> <li>- Become more confident with using a mouse to navigate around the screen</li> <li>- Begin to identify different parts of the keyboard and develop typing skills</li> </ul> <p><b><u>Information Technology: making and designing</u></b></p> <ul style="list-style-type: none"> <li>- Use technology to draw a picture and add simple text</li> <li>- Begin to use a range of tools when drawing a picture, such as lines, shapes, colour and text</li> </ul>	<p><b><u>Computer Systems &amp; Using Technology</u></b></p> <ul style="list-style-type: none"> <li>- To understand that information comes from different sources e.g. books, websites, TV etc.</li> <li>- To understand the importance of using a computer responsibly, e.g. learning to use a username and password</li> <li>- To recognise common uses of technology beyond the school e.g. using TV remote/using a washing machine.</li> </ul> <p><b><u>Information Technology: making and designing</u></b></p> <ul style="list-style-type: none"> <li>- To recognise the differences between painting on a computer and on paper</li> </ul>	<p>technology, purpose, keyboard, mouse, screen, type, click, drag,</p> <p>digital, draw, paint, tool, line, shape, feeling, like, prefer, dislike</p>
Spring Term	<p><b><u>Information Technology: using different media</u></b></p> <ul style="list-style-type: none"> <li>- Use technology to design digitally, e.g. pictures, newspapers, postcards</li> <li>- Make purposeful choices when selecting tools to create a picture on a computer</li> </ul> <p><b><u>Digital Literacy: online safety</u></b></p> <ul style="list-style-type: none"> <li>- Use a password when logging onto a computer, with support</li> <li>- Identify and follow simple e-safety rules</li> </ul>	<p><b><u>Information Technology: using different media</u></b></p> <ul style="list-style-type: none"> <li>- To know how to switch between different creative tools within a program e.g. Paint, 2Publish</li> <li>- Begin to know how to save work on a computer and understand that it is stored digitally</li> </ul> <p><b><u>Digital Literacy: online safety</u></b></p> <ul style="list-style-type: none"> <li>- To understand why it's important to stay safe online</li> <li>- To know what to do and who to talk to if I see something worrying or upsetting when using technology</li> <li>- To be able to explain what a password is used for</li> </ul>	<p>tool, paintbrush, erase, fill, undo, colours, brush style</p> <p>safe, responsible, password, online, rules</p>
Summer Term	<p><b><u>Computational Thinking: Programming &amp; Coding</u></b></p> <ul style="list-style-type: none"> <li>- Explain what a given command will do</li> <li>- Follow a given instruction</li> <li>- Combine commands to make a sequence</li> <li>- Problem solve by spotting mistakes in a simple sequence and debugging</li> </ul>	<p><b><u>Computational Thinking: Programming &amp; Coding</u></b></p> <ul style="list-style-type: none"> <li>- To be able to explain what a given command will do</li> <li>- To give an instruction and predict what will happen</li> <li>- To predict the outcome of a sequence of commands</li> <li>- To choose a command for a specific purpose</li> <li>- To explore the impact of changing a value in a command</li> </ul>	<p>Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, plan, algorithm, program</p>

# Computing Curriculum Map

Year 2

Unit and Term	Skills to be covered What should the children be able to do?	Knowledge to be covered What should the children know?	Vocabulary
Autumn Term	<p><b><u>Computer systems: Using technology</u></b></p> <ul style="list-style-type: none"> <li>- Begin to use a chromebook independently: logging on &amp; shutting down; Google Earth</li> <li>- Become more confident with typing and touchpad skills</li> <li>- Use devices for research</li> </ul> <p><b><u>Information Technology - making and designing</u></b></p> <ul style="list-style-type: none"> <li>- Use technology purposefully to create digital content.</li> <li>- To make careful choices and evaluate my designs</li> </ul>	<p><b><u>Computer systems: Using technology</u></b></p> <ul style="list-style-type: none"> <li>- To understand that information comes from different sources e.g. books, websites, TV etc.</li> <li>- To understand the importance of using a computer responsibly, e.g. learning to use a username and password</li> </ul> <p><b><u>Information Technology - making and designing</u></b></p> <ul style="list-style-type: none"> <li>- To compare digital art with other mediums of art</li> </ul>	<p>chromebook, touchpad, keyboard, type, select, drag, click, search, download, website, program, app</p> <p>design, tool, create, digital, evaluate, purpose, select, same, different, like, dislike</p>
Spring Term	<p><b><u>Digital Literacy &amp; e-safety</u></b></p> <ul style="list-style-type: none"> <li>- Use a username and password when logging onto a device</li> <li>- Use technology safely and respectfully, keeping personal information private</li> <li>- Identify where to go for help and support when you have concerns about content or contact on the internet or other online technologies</li> </ul> <p><b><u>Information Technology - algorithms and coding</u></b></p> <ul style="list-style-type: none"> <li>- Create and debug simple programs</li> <li>- Use logical reasoning to predict the behaviour of simple programs</li> </ul>	<p><b><u>Digital Literacy &amp; e-safety</u></b></p> <ul style="list-style-type: none"> <li>- To know that the internet is a resource to find information and communicate with people</li> <li>- To be aware of the risks of exchanging messages online</li> </ul> <p><b><u>Information Technology - algorithms and coding</u></b></p> <ul style="list-style-type: none"> <li>- To understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li> </ul>	<p>online, safe, responsible, communicate, message, risk, dangerous, respect, password, private</p> <p>instruction, sequence, clear, algorithm, program, order, command, predict, design, route, run, start, outcome, blocks, sprite, design, build, match, evaluate</p>
Summer Term	<p><b><u>Information Technology - Google Suite</u></b></p> <ul style="list-style-type: none"> <li>- Create, organise, store, manipulate and retrieve digital content</li> <li>- Begin to use a range of actions on Google Docs and Slides: opening, typing, saving, retrieving, editing, sharing, inserting text &amp; images, formatting, transitions</li> <li>- Start using some simple search engines, using keywords.</li> <li>- Explain choices, evaluate work and amend following feedback.</li> </ul>	<p><b><u>Information Technology - Google Suite</u></b></p> <ul style="list-style-type: none"> <li>- To understand why we use technology at school and home</li> <li>- To understand that different programs are used for different purposes</li> <li>- To know that documents can be stored and retrieved online using Google Drive.</li> </ul>	<p>create, organise, store, manipulate, retrieve open, type, save, edit, share, insert</p> <p>text, font, image, audio format, transition</p> <p>Google Docs, Google Slides</p>