



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>EYFS</p> <p>Nursery Reception</p>	<p>Using a Computer</p> <p>The main parts of a computer, how to use the keyboard and mouse and logging in and out.</p>		<p>All About Instructions</p> <p>The children learn to receive and give instructions and understand the importance of precise instructions.</p>		<p>Exploring Hardware</p> <p>Tinkering and exploring and learning to operate a camera.</p>	<p>Introduction to Data</p> <p>Children sort and categorise data and are introduced to branching databases and pictograms.</p>
<p>Year 1</p>	<p>Online Safety</p> <p>Discuss the main uses of the internet and how it can be used safely.</p>	<p>Improving Mouse Skills</p> <p>Knowing how to log in and navigate around a computer, developing mouse skills, learning how to drag, drop, click and control a cursor.</p>	<p>Algorithms Unplugged</p> <p>Using an unplugged approach so that algorithms, decomposition and debugging are made relatable to familiar contexts.</p>		<p>Digital Imagery</p> <p>Using creativity and imagination to plan a miniature adventure story and capturing it using developing photography skills.</p>	<p>Programming: Bee-Bots</p> <p>Developing early programming skills using either the Bee:Bot or virtual Bee:Bot.</p>
<p>Year 2</p>	<p>Online Safety</p> <p>Discuss the main uses of the internet and how it can be used safely.</p>	<p>What is a Computer?</p> <p>Exploring what a computer is by identifying and learning how inputs and outputs work. Understanding how computers are used in the wider world.</p>	<p>Algorithms and Debugging</p> <p>Developing an understanding of what algorithms are, how to program them and how they can be developed to be more efficient.</p>		<p>International Space Station</p> <p>Learning how astronauts survive on the ISS, including identifying necessary items, designing sensor displays, and exploring habitable planets.</p>	<p>Programming: Scratch Jr</p> <p>Exploring what 'blocks' do, using the app 'ScratchJr,' by carrying out an informative cycle of predict > test > review. Programming a familiar story and an animation of an animal.</p>
<p>Year 3 (Cycle 1)</p>	<p>Online Safety</p> <p>Discuss the main uses of the internet and how it can be used safely.</p>	<p>Networks and the Internet</p> <p>Identifying components, learn how information is shared and deepen this understanding by exploring examples of real-world networks.</p>	<p>Journey Inside a Computer</p> <p>Assuming the role of computer parts and creating paper versions of computers helps to consolidate an understanding of how a computer works.</p>		<p>Website Design</p> <p>Create a professional looking web page with useful information and a clear style, which is easy for the user to read and find information from.</p>	<p>Programming: Scratch</p> <p>Building on the use of the 'ScratchJr' application in Year 2, progressing to using the more advanced computer-based application called 'Scratch', learning to use repetition or 'loops' and building upon skills to program; an animation, a story and a game.</p>
<p>Year 4 (Cycle 2)</p>	<p>Online Safety</p> <p>Discuss the main uses of the internet and how it can be used safely.</p>	<p>Collaborative Learning</p> <p>Working collaboratively in a responsible and considerate way as well as looking at a range of collaborative tools.</p>	<p>Further Coding with Scratch</p> <p>Learning the basics of programming in Scratch, children will create a simple script, use decomposition and understand what variables are.</p>		<p>Investigating Weather</p> <p>Researching and storing data using spreadsheets, designing a weather station which gathers and records data and learning how weather forecasts are made.</p>	<p>Computational Thinking</p> <p>Developing the four areas of computational thinking through a range of plugged and unplugged activities.</p>