



*In the Light of Jesus, we Love, Listen and Grow*



## Computing Curriculum 2022 -2023

|               |  |  |   |  |   |
|---------------|--|--|---|--|---|
| <b>EYFS</b>   | In EYFS, Computing is taught through the continuous provision which covers the ELGs. It is covered primarily, not solely, through the ELG “Understanding the World- Technology”, “Communication and Language”, “Mathematics” and “Personal, Social and Emotional Development”. |  |   |  |   |
|               | <b>Understanding the World- Technology</b><br>Recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.  | <b>Communication and Language</b><br>Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.<br>Make comments about what they have heard and ask questions to clarify their understanding.<br>Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary. | <b>Mathematics</b><br>Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.<br>Continue, copy and create repeating patterns.<br>Compare length, weight and capacity. | <b>Personal, Social and Emotional Development</b><br>Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. |   |
| <b>Year 1</b> | <b>Online safety</b> Y1  | <b>Computing systems and networks:</b><br>Improving mouse skills   | <b>Programming 2:</b><br>Bee-Bot  | <b>Data handling:</b><br>Introduction to data  | <b>Creating media:</b><br>Digital imagery |
| <b>Year 2</b> | <b>Computing systems and networks 1:</b><br>What is a computer?  | <b>Online safety</b><br>Y2   | <b>Programming 1:</b><br>Algorithms and debugging   | <b>Data handling:</b><br>International space station   | <b>Creating media:</b><br>Stop motion     |
| <b>Year 3</b> | <b>Online safety</b><br>Y3   | <b>Computing systems and networks 1:</b><br>Networks and the internet  | <b>Programming:</b><br>Scratch  | <b>Data handling:</b><br>Comparison cards data bases   | <b>Creating media:</b><br>Video trailers  |
| <b>Year 4</b> | <b>Online safety</b><br>Y4   | <b>Computing systems and networks:</b><br>Collaborative learning   | <b>Programming 1:</b><br>Further coding with Scratch  | <b>Data handling:</b><br>Investigating weather   | <b>Creating media:</b><br>Website design  |



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|               |   |                     |                                 |                                |  |
|---------------|---|---------------------|---------------------------------|--------------------------------|--|
| <b>Year 5</b> | Computing systems and networks:<br>Search Engines | Online safety<br>Y5 | Programming 1:<br>Music         | Data handling:<br>Mars Rover 1 | Creating media:<br>Stop motion animation –<br>Stop motion studio |
| <b>Year 6</b> | Computing systems and networks:<br>Bletchley Park | Online safety<br>Y6 | Programming:<br>Intro to Python | Data handling:<br>Big data 2   | Digital world –<br>monitoring devices (D&T<br>unit)              |

*Online safety is taught regularly throughout the year.*