

Curriculum Overview 2023 - 24 Subject - Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Caterpillars	Topics – Colours and Festivals Experiment with toys that turn on and off. Identify and name different technology around the home. Show curiosity and interest regarding toys that light up, make sounds, use switches and require them to make them work. Develop language linked to how toys work and to describe what toys do when they give some sort of output.		Topics – Winter and Pets Use camera's and iPads to record achievements. Children take photographs of their pictures and models. Go for learning walks and allow the children to photograph points of interest. Photograph seasonal changes and the nursery environment. Develop language linked to taking photographs.		Topics – Planting and Growing & Under the sea Learn about computers and what they do. Talk about the different parts of the computer. Play simple games on computers and iPads to develop understanding of technology. Use simple painting programmes to make marks on the screen using a mouse.	
Nursery	Topic – Me and my family Introduce computers, listening station and smartboard. Talk about the different parts of the computer. Use 2-simple software to develop mouse skills.	Topic – Night and Day Introduce computers, listening station and smartboard. Use 2-simple software to develop mouse skills. Identify different types of technology.	Topic – Traditional tales Continue to develop mouse control by using programmes and games which require drag and drop skills. Look at different uses of technology in school and at home. Learn about internet safety.	Topic – Favourite stories Develop computer skills using espresso and mini-mash. Use 2-simple, 2 paint a picture to experiment with mark making on a screen. Change colours and brush sizes to draw simple representations of their ideas.	Topic – In the garden Introduce the children to Beebots. Learn how to programme Beebots to follow instructions to move forwards and backwards. Use classroom computers to develop mouse skills.	Topic – Moving to big school Experiment with a variety of programmes. Allow children to select a game programmes and begin to double click to open up programmes themselves. Recognise and name the different parts of a computer and talk about what they do.
Reception	Topic – Who am I? Introduce children to computers in ICT suite and classrooms. Log on and log off correctly. Introduce a variety of programmes. Develop mouse control. Develop drag and drop skills using a variety of different programmes. Learn about e-safety	How are we different? Log on and log off correctly. Introduce a variety of programmes. Develop mouse control. Develop drag and drop skills using a variety of different programmes. Select programmes that they want to use independently. Learn about e-safety	Topic – Who are the superheroes? Develop mouse and keyboard skills using a range of different programmes, Learn how to programme simple toys and screen icons to move forwards and backwards. Learn about e-safety	Topic – What is the creature I can see? Develop mouse and keyboard skills using a range of different programmes, Learn how to programme Beebots and screen icons to move forwards, backwards and make left and right turns. Learn about e-safety	Topic – Who are we visiting in storyland? Continue to develop mouse control and use a paint programme to make simple patterns and pictures. To develop keyboard skills and locate keys on a keyboard. Learn about e-safety	Topic – What happens next? Continue to develop mouse control and use a paint programme to make simple patterns and pictures. To develop keyboard skills and locate keys on a keyboard. To use the shift key to make a capital letter. Learn about e-safety

<p>Year 1</p>	<p>Purple Mash - Unit 1.1 Online safety</p> <p>Purple Mash - Unit 1.2 Grouping and Sorting Using the computer to generate a quiz. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 1.3 Pictograms Creating graphs and charts on computers.</p> <p>Purple Mash - Unit 1.4 Lego Builders To learn about the importance of following instructions and ensuring that they are accurate. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 1.5 Maze explorers Using coding skills and generating a series of instructions to navigate objects around the computer screen.</p> <p>Purple Mash - Unit 1.6 Animated Story Books Use computers to tell a story. Use graphics and word processing skills to add details and effects. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 1.7 Coding Develop coding skills. Understand that coding is giving the computer a set of instructions. Understand that if the code is wrong the programme will need debugging. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 1.8 Spreadsheets Learn about what spreadsheets do and how to use them. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 1.9 Technology outside of school Children name and recognise technology in their own homes. What technology can they find in different rooms of their house. Where else is technology used in the local area and in the environment. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>
<p>Year 2</p>	<p>Purple Mash - Unit 2.1 Coding Embed coding skills learnt in year 1. Developing coding skills to accurately complete given tasks. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 2.2 Online Safety Learn about the importance of online safety. To learn about email and how to use it</p> <p>Purple Mash - Unit 2.3 Spreadsheets Develop understanding of how spreadsheets are used and what they can be used for. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 2.4 Questioning To learn how to represent information in different ways and understand how graphs and charts represent data. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 2.5 Effective Searching To learn how to do safe searches on the internet and then create documents to showcase what they have found out.</p> <p>Purple Mash - Unit 2.6 Creating Pictures Use programmes to make pictures and representations of their ideas. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 2.7 Making Music Using computers to make music. Sequence sounds to make patterns. Increase and decrease tempo. Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>	<p>Purple Mash - Unit 2.8 Presenting ideas To use computers effectively to share their ideas. Use programmes to make mind maps, books and posters Learn about e-safety</p> <p>Children will use computing skills to help them learn in other curriculum areas.</p>