Computing Overview – 2022/2023

	Autumn	Spring	Summer
In the EYFS children will be provided with a range of opportunities to explore and become confident using a selection of technologies and devices, including devices that are operated by touch screen technology, push-buttons/switches, mouse and keyboard. They will be encouraged to play games, issue instructions and create digital content through their explorations, and to show perseverance and resilience when faced with a challenging situation. In addition to this, the following specific lessons will be taught to ensure children have a good understanding and awareness of safety issues relating to computing, including a basic knowledge of online safety and are ready and prepared to access the KS1 computing curriculum.			
Nursery	1. Basic rules for using computers and touch screen devices.	1. Technology hunt – look for different types of technology around school (or home) and discuss what they are used for. Do any of your toys move or make a sound when you push a button?	1. Electrical safety – discuss how and why electricity can be dangerous. Look at posters showing how to be safe around electricity.
Reception	**1 - Computing rules** **Objective: Understand how to use technology safely and respectfully.** Read the book 'Webster's Manners'. Recap rules for using computers and touch screen devices. Agree a set of rules to display in computer area. **(Recap and extension of FS1 learning)** **2. Technology around us** **Objective: Recognise technology in the world around us.** Share Twinkl ppt and discuss different technologies that are used in the world around us. **3. Online safety – What is the internet?** **Objectives (from EfaCW): Talk about how to use the internet as a way of finding information online. Identify devices I could use to access information on the internet.** Use twinkl ppt to discuss what the internet is and what it is used for. Colour/cut and stick different ways that we can access the internet.	**1 - Digital drawing (tablet)** **Objective: Make marks on a screen and explain which tools I used.** Create a picture on a touchscreen device using different colours. Software: Kids paint app. **2 - Online relationships** **Objectives (from EfaCW): Recognise some ways in which the internet can be used to communicate. Give examples of how I (might) use technology to communicate with people I know.** Read the book 'Webster's Email'. Discuss the ways that we can communicate and share photos with people online – messaging, email, social media, video calling. Colour in picture of children communicating in different ways (twinkl) and discuss what they might be doing in each one.	**1 – Health, wellbeing and lifestyle** **Objectives (from EfaCW): I can identify rules that help keep us safe and healthy in and beyond the home when using technology.** Read the book 'Dot'. Discuss ways of keeping ourselves healthy and looking after ourselves, including sensible amounts of screen time. Sort screen/non-screen activities. Choose activities that you enjoy that are not screen based. **2 – Digital drawing (laptop)** **Objective: Draw lines and shapes on a screen and explain which tools I used.** Create a freestyle picture using a mouse and the painting tool on a paint package. Software: Dazzle (foundation).

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	Autumn	**Spring**	**Summer**
Year 1	Unit 1 - Getting to know technology	Unit 3 – Algorithms and Programming (Espresso Coding)	Unit 5 - Digital books
	Unit 2 - Algorithms and Programming (Beebots)	Unit 4 –Digital Photography	Unit 6 – Grouping Data
	Autumn	**Spring**	**Summer**
Year 2	Unit 1 - Algorithms and Programming (Beebots)	Unit 3 – Algorithms and Programming (Espresso Coding)	Unit 5 – Data and Information - Pictograms
	Unit 2 - How does IT benefit us beyond school?	Unit 4 - Animation	Unit 6 – Making Music