



# Computing - Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	Children are able to explore and use technology around the school safely. These include: iPads, computers and the interactive whiteboard. Children are provided with a range of programs to delve into and experience to aid their learning across the core subjects.					
<b>Year One</b>	<b>E-Safety</b> Understand why it is important to stay safe on the internet and who to share my information with.  Understand how to use an iPad to prepare me for computing lessons.	<b>Logging in on an iPad</b> To know how to log in and save my work on purple mash  To explore purple mash and understand the tools and to do tabs.  Creating portraits on Purple Mash.	<b>Computer</b> To know how to use a computer  To understand how to log in and save my work and how this is different on an iPad.	<b>Lego Builders</b> To know how to follow instructions and understand why this is important in relation to algorithms.  To follow and create simple instructions on the computer.  To consider how the order of instructions affects the result.	<b>Animated Stories</b> Understand the difference between traditional books and story books.  Add animation to their story books  Add sound effects to a picture on purple mash.	<b>Technology outside school</b> To understand and find examples of where technology is used in the local community.  Record examples of technology outside of school.
<b>Year Two</b>	<b>E-Safety</b> Understand how to stay safe on the internet and when using different types of technology.  Understanding what personal information is and who to share it with.  Reminding children how to use both iPads and computers in computing	<b>Dance Mat Typing</b> Using computers to learn how to use a keyboard.  Exploring what different keys on the keyboard do.	<b>Coding</b> Understanding what an algorithm is and creating a computer program using an algorithm.  Create a program which includes a collision detection.  To know what debugging means and to debug simple programs.	<b>Searching</b> To know how to search the internet to find out information.  To use the internet to answer questions related to our topic.	<b>Microbit</b> To learn about coding and programming as well as inputs and outputs by using the BBC Microbit.  Exploring different technology and creating name badges from what they have learnt about the Microbit.	<b>Presenting Ideas</b> To explore how a story can be presented in different ways  To create a quiz about a class topic  To make a fact file on a non-fiction topic.