Computing Overview

EYFS

Nursery	Handling Equipment Safely	Explore & Operate Simple Equipment / Devices with Purpose	Complete Increased Range of Programmes
Reception	Explain How to Stay Safe Using the Internet & Give Reasons Why	Create Content i.e. Record or Draw	Use I-Pads to take Own Images & Share

KS1

A	Digital Literacy: Online Safety	Programming: Moving a Robot	Information Technology – Project: Using Technology to Create Paintings and Texts	Programming: Introduction to Animation
B	Digital Literacy: Online Safety	Programming: Robot Algorithms	Information Technology – Project: Using IT to Create Memories	Programming: Introduction to Quizzes

Lower KS2

A	Digital Literacy: Online Safety	Programming: Sequence in Music	Information Technology – Project: How to Create a Network: An Animated Story	Programming: Events & Actions
B	Digital Literacy: Online Safety	Programming: Repetition in Shapes	Information Technology – Project: Fake News: A Real Story	Programming: Repetition in Games

Upper KS2

A	Digital Literacy: Online Safety	Programming: Variables in Games	Information Technology – Project: Advertising a New Logo	Programming: Sensing
B	Digital Literacy: Online Safety	Programming: Selection in Physical Computing	Information Technology – Project: Web Design: 3D Buildings	Programming: Selection in Quizzes